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Unofficial GameSpot Game Guide:

MAX PAYNE

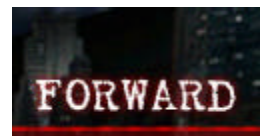
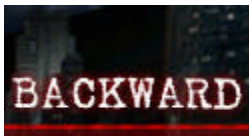
By: Doug Radcliffe



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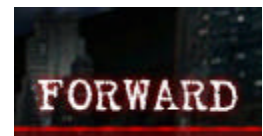
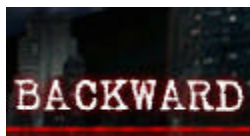
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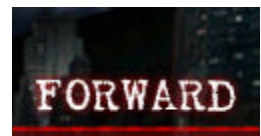
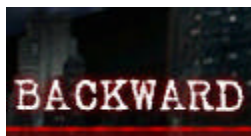


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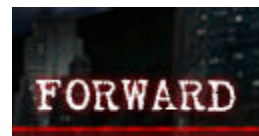
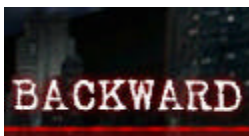


Introduction

"**M**ax Payne is not your typical hero--a hero has a choice whether or not to risk his life. Max is simply trying to fight his way out of an impossible situation. Life dealt him a bad hand. But a good poker player can turn a bad hand into a winner."

Welcome to GameSpot's Max Payne game guide. Inside, you'll find everything you need to survive the perils of the underworld and lead Max on his quest for revenge. This extensive game guide includes:

- **Weapons:** This section covers Max Payne's weapon arsenal, including specific battle tips for each firearm and explosive.
- **Bullet-Time Strategies:** This section covers strategies for the most important element to Max Payne's success in combat: bullet time.
- **Part I Walk-Through:** You'll find a complete walk-through for Part I in this section. Inside, you'll find specific battle strategies and painkiller and weapon locations.
- **Part II Walk-Through:** You'll find a complete walk-through for Part II in this section.
- **Part III Walk-Through:** You'll find a complete walk-through for Part III in this section.
- **Cheat Codes:** Need some extra assistance? This section reveals Max Payne cheat codes.
- **Easter Eggs:** Max Payne contains several surprises that you may not notice without thorough searching. This section reveals some amusing Max Payne Easter eggs.





Chapter One: Weapons

This section covers the weapons found in Max Payne. Inside, you'll find specific combat strategies and suggestions on using each firearm or explosive.

Lead Pipe and Baseball Bat

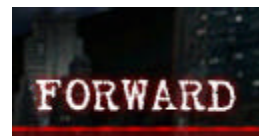
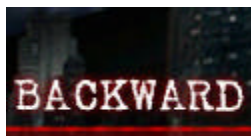
Max can locate a couple of melee weapons during the game: the lead pipe and the baseball bat. While it's unlikely that you will have to rely on these melee weapons often during the game, there is one level where you must use the baseball bat until you recover a weapon. For that reason alone, it's important to become accustomed to the melee weapons and how to kill enemies with them!

First and foremost, however, you should use the baseball bat or lead pipe to break crates or glass. Don't waste valuable ammunition by performing tasks that a simple melee weapon can perform. Should you need to use one of the melee weapons in combat, try to sneak up on the enemy from behind. If you don't, the enemy will likely pummel you with his firearm before you can get close enough to whack him silly with the pipe or bat. When you get within range, activate bullet time and start swinging away. Strafe to the left or right, depending on the location of the enemy's firearm, and keep swinging.

Beretta and Dual Berettas

The Beretta and its dual form are Max's simplest firearms. Ammunition for the Beretta is plentiful early in the game but harder to locate late in the game--because the weapons (as well as the enemies) are much stronger, negating some of the Beretta's power. The Beretta is weak for a firearm but effective against the early enemies. Dual Berettas double the power and fire rate of the single firearm but lack accuracy to be consistently effective.

Use the Berettas if you're attempting to conserve ammo for your other, more powerful weapons. Also, should you need a firearm to complete a task that any firearm could complete--like destroying an explosive canister, barrel, or trip mine--use the Beretta and not, for instance, the Colt Commando. It's better to "waste" the Beretta ammunition instead of the much more powerful Colt Commando ammo.





Desert Eagle

Don't underestimate the power of the Desert Eagle. It is powerful and extremely accurate. Even if you take out most low-level enemies with one or two shots in the chest or head, it's still powerful against the enemies near the end of the game. The Desert Eagle's accuracy provides an excellent weapon when using left or right shootdodging. Aim for the head for optimum success.

The Desert Eagle boasts an average fire rate, but Max can't carry much ammunition (plus, the weapon possesses a low clip size). This means it probably won't take long before you exhaust the Desert Eagle ammunition, particularly if you are using it exclusively through several consecutive areas of the game. Switch to the Desert Eagle late in the game when you're trying to conserve or replenish Colt Commando ammunition. The Desert Eagle's accuracy and power can combat the game's tougher enemies.

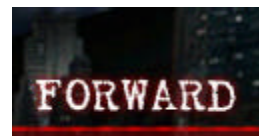
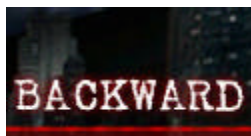
Pump-Action Shotgun and Sawed-Off Shotgun

Both shotguns offer unparalleled close-range power at the expense of rate of fire. Their low rate of fire means that you will likely be able to get off only one shot during a shootdodge. Though it's possible to use the weapons at long range, you're likely to expend much more ammunition. The shotgun fires tons of small pellets that spread at long distance. The farther away the enemy, the larger the spread and the greater the likelihood that fewer pellets will strike the target.

At close range, however, the shotguns shine. The pump-action shotgun can hold seven shells before requiring a reload; the sawed-off holds two. Lure enemies to corners or doorways and use a shootdodge around the corner. Surprise the guard with a shotgun blast. Expect a close-range shotgun blast to floor most guards, though the armored guards can still withstand a couple of blasts late in the game.

Jackhammer

You'll acquire the Jackhammer late in the game; think of it as a shotgun with a fast rate of fire. It boasts the close-range power of the shotgun (with perhaps a tighter pellet spread) but fires quickly much like a pistol. Don't hesitate to employ the Jackhammer in close-range, shootdodging situations. You should be able to get off multiple shots during the shootdodge. The rate of fire also comes in handy when blasting a guard around a corner. You can fire multiple shots at the incoming guard while maintaining the close-range power of the shotgun.





Ingram and Dual Ingrams

The Ingram and Dual Ingrams are extremely powerful weapons with an outrageous rate of fire. While the rate of fire offers huge damage potential, it also requires pinpoint accuracy to be effective. Otherwise, it's a colossal waste of ammunition. Dual Ingrams holds 300 rounds of ammunition total. It's shocking how fast Max can burn through that much Ingram ammo!

Because of the need for accuracy, the Dual Ingrams proves quite effective during bullet time or shootdodging, which provides time for pinpoint aiming and better accuracy. Also, the Dual Ingrams' rate of fire makes it the weapon of choice in a particular situation--when enemy thugs have overrun your position. Especially in a tight hallway or doorway, the Dual Ingrams can floor a full line of thugs in no time flat. It's the best weapon for the job in that particular situation.

Colt Commando

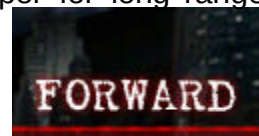
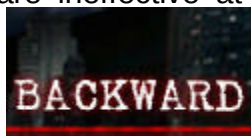
Once you acquire the Colt Commando late in the game, expect it to become your weapon of choice. It offers an excellent mix of power, accuracy, and rate of fire, and it is also effective at long- and close range. You can carry up to 150 rounds of Colt ammunition. Once you're full, start using the Colt, particularly in the game's later levels, because most enemies are carrying the weapon. You can expect to replenish the ammunition fairly quickly.

You'll find success using the Colt Commando when you're shootdodging and behind cover. For instance, stand at the corner of a wall and lure guards toward your position. Peek around the corner and nail the incoming guards with a burst from the Colt Commando. If you're running low on Colt ammo, switch to the Ingrams or shotguns, depending on the enemy position. Replenish your Colt ammo before using the weapon again so that you can save the powerful weapon for the game's tougher targets.

Sniper Rifle

The sniper rifle offers the best long-range power in the game. Ammunition is extremely limited, however, and requires pinpoint accuracy. Might sound easy since the sniper rifle is equipped with a powerful zoom, but the weapon moves slightly when you're trying to aim. This can pose problems if you're attempting to pinpoint an enemy's head. Don't bother. Aim for the enemy's wider chest.

Save sniper ammunition for thugs standing at long range, though it's possible to use the sniper rifle "off the hip" and without zoom to take out approaching thugs. Then again, most weapons would be effective in those closer-range situations, but most weapons are ineffective at long range. That's why you should save the sniper for long-range





situations. It's not only the best weapon, but it's also often the only useful weapon in long-range attacks.

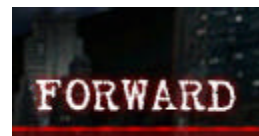
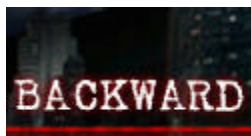
M79 Grenade Launcher

An extremely devastating weapon, the M79 grenade launcher launches a projectile that explodes on contact with an enemy or surface. Unfortunately, you won't find much ammunition. Don't use the M79 in just any average battle; save the grenade launcher for the toughest fights. It's particularly useful when you're up against a group of enemies. For instance, if you peer around the corner and spot two or three guards patrolling a hallway, launch a grenade at their feet; the explosion should take them all out or at least weaken them sufficiently, so a few shots from the Colt or Ingrams can finish the job.

Once you have a full inventory of M79 ammunition (10 rounds) and discover some more, use the weapon to clear out the next few rooms of enemies and return to the stash to replenish your weapon. It blows apart enemies so easily that it's worth the backtracking to grab the additional ammo.

Grenades and Molotov Cocktails

Don't ignore grenades and Molotov cocktails; both come in extremely handy in specific situations. Hear a couple of thugs around the corner discussing their favorite movies? Don't alert them to your presence--instead, toss a grenade at their feet. Grenades and cocktails are also useful when battling a guard who refuses to move from behind sandbags or other cover. Can't seem to hit him with your firearm? Toss a grenade near him! Both are fairly limited, however. Don't waste them--save them for the more difficult battle situations.





Chapter Two: Bullet-Time Strategies

Bullet time is arguably the most anticipated feature of Max Payne--and arguably the most important! Without bullet time, it would be extremely difficult to survive the frenetic gun battles. Max possesses a limited amount of bullet time that's replenished with each kill. A shootdodge, basically bullet time plus a dive (in any direction), uses a certain amount of bullet time. Also, Max can simply activate bullet time and move around as normal, which depletes his bullet-time reserve much more rapidly.

Implementing the Perfect Shootdodge

The best bullet-time shootdodge includes the following:

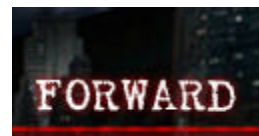
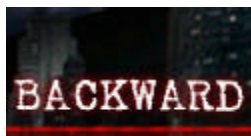
- Max doesn't take damage.
- Max has a clear line of fire on the enemy or enemies.
- Max is able to quickly move to cover upon completion of the maneuver.

Start a shootdodge from the safety of cover--for example, behind a wall corner or on the other side of a doorway. This keeps Max from taking damage before the shootdodge. Now while it's likely a player would perform a straight shootdodge to the left or the right, that maneuver actually presents a large and inviting target for the enemies.

Instead, perform a shootdodge straight back or back to the left or right. Max floats perpendicular to the enemy in a straight left or right shootdodge. If you use the back key, Max moves away from the enemy and presents himself as a much smaller target (basically his feet instead of his whole body).

Avoid performing a shootdodge that requires Max to maneuver behind some cover, like a column or overturned table. Unless you're attempting to reach the cover, it may be a waste of bullet time since the obstruction blocks Max's line of fire on the enemy.

Attempt to use a shootdodge toward another area of cover so that Max lands behind a corner, crate, or other obstruction. Once a shootdodge is completed, Max slowly gathers himself off the floor (unless you immediately reactivate a shootdodge or bullet time). This can leave Max extremely vulnerable to remaining enemies.





Optimum Weapon Selection

Over the course of the game, you'll discover that some weapons are much more effective in shootdodging than others. Most of this has to do with the enemy's distance from Max and the weapon's accuracy at long- and short range. Here are some tips regarding weapon selection:

Shotguns

Require a close-range shootdodge to be effective. Unless you're using the Jackhammer, Max won't be able to get off more than one shot during the shootdodge. A close-range shot can kill most thugs; at long range, you're better off using another weapon.

Desert Eagle

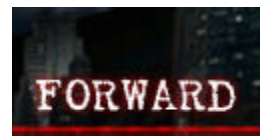
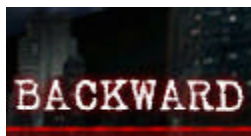
One of the better long-range power weapons. You'll find the Desert Eagle effective at all ranges. It is extremely accurate and boasts high damage potential. Use the Desert Eagle at medium- to long range (saving close range for the shotgun) and aim for the head.

Ingrams

The Ingrams' high rate of fire produces a weapon that's effective at any range, though relatively inaccurate at long range. Because of the sheer quantity of projectiles you're able to fire within a shootdodge, it's possible to level multiple guards in a single leap. If you're up against a tightly packed group of guards (like those coming through a doorway or around the corner of a hall), consider the Ingrams as your weapon of choice.

Colt Commando

Arguably the best all-around weapon, the Colt Commando possesses power at close range and accuracy at long range. Your main concern is conserving its ammunition for the tougher battles.





Chapter Three: Part I: The American Dream Walk-Through

This section covers the walk-through for Part I: The American Dream.

Prologue

It's three years earlier, and Max returns to his house, expecting to find his loving wife and child greet him at the door. Instead, it's the beginning of Max's nightmare.

Objective: My loved ones were in danger. I had to save them.

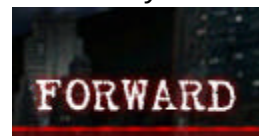
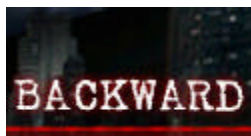
Examine the cabinets on the right and the drawers on the left if you wish--but you won't find a thing. Start down the hall, and Max notices the strange "tattoo" on the left wall. Approach and press the "use" key to receive a new piece of the graphic novel. Continue forward into the next room and receive a quick vision--then the phone begins to ring. Cross the room toward the right and approach the phone. Notice that Max has automatically drawn his Beretta!

Press the use button while standing against the phone to receive more of the graphic novel. The man on the other line doesn't sound as if he's willing to help Max out! Explore the room, checking the drawers (there's nothing inside) and then the cabinets on the right side of the room. In the cabinet on the right, you'll find the pump-action shotgun. Grab the weapon.

Enter Max's living room--the television is on the right and the fireplace is to the left. You can switch on the television if you wish (too bad nothing is on) and then ascend the staircase to the left of the fireplace. As you make your way up, you hear a disturbance at the top of the staircase. When you reach the top, you hear horrific noises and receive a quick vision.

Approach the door on the right and spot one of the intruders. Defeat two intruders and enter the children's room. Use bullet time to improve your accuracy and dodge their fire. Your bullet time meter is restored at the end of the level--don't hesitate to use it!

You could have attempted to enter the bathroom instead and fiddled with the toilet and shower. But something blocks the other door inside the bathroom. Continue beyond the





children's room and hear another intruder beyond the next door. Search the room and locate the baseball bat in the corner.

Open the door on the left and blast the intruder inside the bedroom. Once again, use bullet time or shootdodging to get the best accuracy possible against the junkie. Approach the bed to find Max's wife. Watch the cutscene and read the new graphic novel pages before beginning the next stage of the game.

Chapter One: Roscoe Street Station

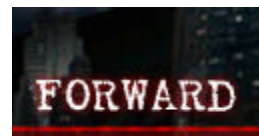
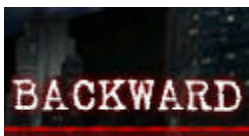
Max infiltrates the underground to find the source of the drug.

Objective: I needed to find Alex.

You begin inside the Roscoe Street subway station. Health and bullet time have been restored from the previous level-however, you're also out of weapons and ammunition. Check the gate to Max's right; he theorizes that something isn't quite right with the situation. There's also a door to the far right of the subway station, but it's closed as well. Return to the left and locate the door marked "Personnel Only."



This gate starts locked, but it opens once you explore some of the subway station.





Spot the splatter of blood and follow it to the door marked "Personnel Only." Open the door, and Max spots the dead policeman on the ground and automatically draws his Beretta. Open the cabinet to the right of the sink to grab some Beretta ammunition. Search the metal lockers in the room's center for an additional pack of Beretta ammunition. You'll also find some painkillers in a cabinet to the right of the lockers. Explore the bathroom and shower if you wish and then return to the subway station.

Two thugs now patrol the subway station. Walk out and then retreat inside to alert them; both thugs approach the personnel door. Use bullet time to blast them or just take them out at close range. Pick up the discarded Desert Eagle. Notice that the gate in front of the staircase has opened. Ascend the staircase and hear a couple of thugs around the corner to the right. Perform a shootdodge around the corner and blast one of the thugs; take out the other by using the mailbox as cover. Pick up the discarded Desert Eagles for ammunition.

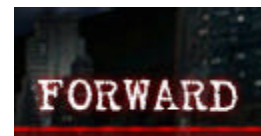
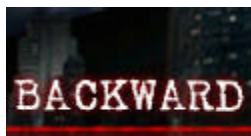
Continue down the hallway. Walk slowly into the intersection; there's a thug to the left behind a gate, and he won't hesitate to fire. Shoot the thug without bullet time (use the corner as cover) and head right down the staircase. At the bottom of the staircase, turn to Max's left and follow the station to the first hallway on the left. There's a thug down the hall guarding the subway control room. Wait for him to turn around and walk toward the control room. Defeat the thug and pick up the discarded pump-action shotgun.

You can attempt to use the subway control room keypad, but you don't possess the correct code. Turn left toward the gate marked "Maintenance Work." Open the gate and descend the staircase. There's another thug around the corner at the bottom of the stairs; he carries a shotgun and can inflict significant close-range damage. Use either bullet time or shootdodging around the corner or lure him into the stairwell and pummel him at close range with the shotgun.

Walk down into the next station and turn left. Follow the station platform to the end and enter the door on the end. You'll find several cabinets. Open the two on the left side to locate some shotgun and Beretta ammunition. You can attempt to use the subway car if you wish, but Max notes that the station lacks power. You'll have to activate the power before you can use the subway car.

Open the "Personnel Only" door in the center of the subway platform. Use bullet time immediately and blast the shotgun-wielding thug. The thug was about to kill a security guard; since you saved him, the guard offers to help by opening the control room door upstairs (the keypad you lacked the code for). Search the lockers and cabinets in the room for shotgun and Desert Eagle ammunition.

Exit the room and return up the staircase to the control room door; the security guard automatically follows Max. The security guard enters the correct code and proceeds through the control room door--only to be blasted immediately by a shotgun-wielding





thug. Enter the control room lobby. Cross the room to the next control room door and prepare for a battle!

There's not much cover inside the room-- cover that at least offers an opportunity to get shots off against the thugs. Lure some thugs to the doorway if possible and use bullet time to shoot and dodge accordingly. You can shootdodge behind the control station; go for shots to the head as you move. Crouch behind the control station and activate bullet time before you stand and quickly aim and shoot against the remaining enemies.

Enter the door on the right into the room that contains the subway controls. Use the button on the left side marked "Maintenance Work" to restore power to the subway station down the stairs from the control room. Exit the control room with the keypad and descend the staircase through the gate marked "Maintenance Work." At the bottom of the staircase, head left toward the subway car.

Tip: Before heading to the subway car, turn right at the bottom of the staircase to locate a small room. There are two thugs inside the room. You can use the corner as cover against them or employ bullet time and shootdodging. Also, you can blast the explosives on the left side of the room against the wall to trigger an explosion to damage or kill the thugs. Explore the room for some painkillers, shotgun, and Desert Eagle ammunition. Follow the hall on the other side of the room to overhear a conversation about a robbery.

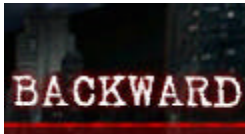
Press the use button against the subway car door and enter. Turn right and press the use button against the subway controls. Max automatically drives the subway car through the end of the tunnel. As Max states, "So much for being subtle." You're now in the tunnel on the other side of the gate (if you followed the tip box above). Exit the subway car and arm the Dual Berettas or Desert Eagle. Turn left and leap over the debris.

There are several thugs at the far end of the tunnel ahead. Use bullet time and shootdodging. You can also trigger an explosion by hitting the explosives on the left side of the tunnel. Kill all the thugs and enter the hallway on the left. Ascend the short staircase to the door and approach to conclude the level.

Chapter Two: Live From the Crime Scene

Turn left and follow the hallway down to another left turn. Listen closely and overhear a couple of thugs around the next corner to the right. Arm the shotgun or Desert Eagle. Watch them around the corner until they come close; perform a shootdodge into the hallway and blast both thugs. Gather their discarded weaponry for ammunition. Walk to the end of the hall.

Open the door on the right side. There's a guard on the staircase beyond the door to the left. Perform a shootdodge through the doorway and blast the thug. Grab his discarded



BACKWARD



FORWARD



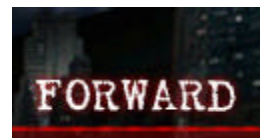
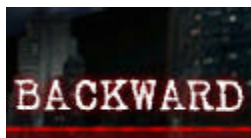
weaponry for ammunition. Descend the staircase cautiously. There's another guard--this one's holding a shotgun--near the bottom of the stairs. Use bullet time or a shootdodge as you approach and aim for the head to score a quick kill. Grab the shotgun for ammunition and descend the staircase into the sewer.

Turn right and proceed through the shallow water. Follow the hallway until you hear the conversation. Wait for the cell phone to ring and listen to the next conversation. Hug the right wall until you spot the thug. Perform a shootdodge and blast the nearest thug. Retreat back into the hallway and lure the other thugs out into the open. Shoot them with your Desert Eagle or Berettas. Gather up the ammunition and leap onto the walkway. Spot the doorway and staircase. Proceed up.

An explosion rocks the underground. Continue up the stairs into the room. Search the room, though there's nothing to be found, and climb the next set of stairs. There's some sort of disagreement between two thugs up here; one blasts the other! Use the moment of confusion to your advantage and perform a shootdodge from behind the crates and blast the thug. Grab the sawed-off shotgun. Examine the door on the right side of the room to notice the missing detonator.



Check out this door and notice a spot to place a detonator. Time to find the explosive!





Descend the staircase on the left. As you near the bottom, spot the two thugs to the right. Perform a shootdodge into the room and shoot the thugs with the weapon of your choice. Gather the thugs' discarded weapons for ammunition. Check out the spotlights on the left side of the room. Move in their direction into the hole, which was apparently blasted open by some sort of explosive. Walk forward cautiously and hear the conversation--there's some sort of robbery going on! Wait for the conversation to conclude so that the nearest thug approaches the vault.

Equip one of the shotguns and shootdodge into the vault to kill the nearest thug. The others are in the room beyond the vault. Lure them close or use bullet time to eliminate them with minimum damage to Max. You'll notice the alarm sounding off after the battle. Turn left and approach the door. Reload your weapon and prepare to fight. Use the keypad to the left of the door.

There's a guard waiting immediately on the other side. Blast him quickly. Lure the other guards close to the door and use a shootdodge to nail them. Enter the lobby and approach the control desk in the center. Find the ringing phone on the left side. Use the action button while standing against the phone to answer. Listen to the conversation and then turn around and approach the control computer.

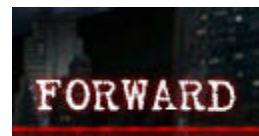
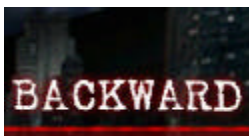
Use the control computer and open vault A--just use the computer until vault A lights up green. Enter vault A and spot the burglary tools on the table. Pick up the detonators; Max automatically places them in his inventory. Return to the control room and use the computer to open vault C. Enter vault C and examine the AESIR Corporation Bonds on the table for a brief graphic novel scene. Return to the control room and use the computer to reopen vault B (where you entered from).

Retrace your steps through the vault and proceed beyond the spotlights. Approach the staircase. Some new thugs have appeared at the top--and one tosses grenades! The easiest way to defeat them is to activate bullet time and ascend the staircase. Aim for the thugs' heads and dodge to the left and right as you move up the stairs to avoid incoming shots. Gather the discarded ammunition.

Approach the door that lacked the detonator. Use the door, and Max automatically places the detonator in the slot. Turn right and hide behind the crates. The door blows open, permitting access back into the Roscoe Street subway station. As Max moves out, Alex approaches. But the two share only a brief conversation until Alex is assassinated.

Objective: I had to get out of this death trap situation.

Turn around to Max's left and enter the small ticket booth. Grab the four painkillers inside the cabinet. Some thugs have entered the station across the hall. Use bullet time or a shootdodge to terminate them. Attempt to get around the left corner for cover. Defeat them and ascend the staircase until you near the top. More thugs block Max





from the exit. Use bullet time or a shootdodge to terminate them. Don't rush into the room; there are far too many guards!

Shoot all the guards and enter the top room. Cross to the booth and snag the four painkillers inside. Make sure the exit gate is open and ascend the staircase out into the dark of night and into the next level.

Chapter Three: Playing It Bogart

Max Payne looks in a cheap hotel in search of Lupino and gets more than he bargained for. After the opening cutscene and graphic novel intermission, you're immediately under fire!

Objective: My cover had been blown. I had to escape from the hotel.

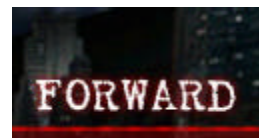
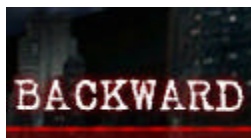
Hug the right wall for minimal cover, but get ready, because the nearest thug will maneuver into range quickly. Perform a shootdodge to the left and blast the closest thug with your weapon until he falls. Scamper against the right wall again for cover from the second thug. Perform a second shootdodge to the left and nail the second thug to clear the room.

Cross the room to the desk, and Max automatically spots the letter. Examine the letter. Meanwhile, you'll hear a knock on the door. Someone's coming in. Hug the left wall for cover and use a shootdodge to the right and blast the thugs entering the room. You should be able to shoot the first thug before the shootdodge; activate the shootdodge to nail the remaining two thugs. Gather their discarded weaponry. Search the safe in the room for some painkillers.

Exit the switch. You can try the elevator, but Max notes that the stairs are blocked and the elevator isn't working--getting out of the hotel won't be an easy affair. Turn right and start down the staircase. At the bottom of the stairs, enter the small washroom on the left and grab the painkillers. Enter the "honeymoon suite" to the left of the washroom and give the vibrating bed a whirl.

Enter the short hallway on the other side of the bedroom and spot the radio on the right. Use the radio and listen to the news story--Max Payne has been accused of killing Special Agent Alex Balder! Enter the lobby area and search some drawers in the corner for Beretta ammunition.

The window overlooking the side of the hotel looks inviting. Bust the window with the lead pipe or just use a firearm. Leap through the broken glass and walk left along the ledge. Hear a couple of thugs around the corner. Surprise them with a shootdodge; blast the explosive canisters for a quick kill or just blow the thugs away. Bust the crates in the hall for some Beretta ammunition.



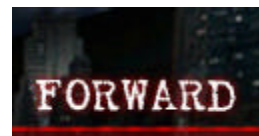
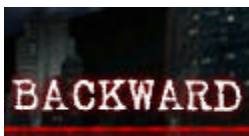


There's a thug watching television in this lounge. Sneak up on him or use a shootdodge to terminate him.

Enter the door ahead into a small storeroom. Search the drawers for more Beretta ammunition. Exit and enter the second door into a stairwell. Enter the door onto the third floor. Cautiously walk forward and blast the thug sitting inside room 301. Follow the hall to the left turn. Listen to the television in the lobby area. Terminate the soap-opera-watchin' bad guy--the firefight attracts two more from down the hall. Use bullet time to offset the ambush.

Tip: Search room 302 and open the cabinet drawers to locate a bottle of painkillers. You'll also find another bottle inside the rest room that contains the junkie.

Walk to the end of the hall and use the exit door. Use bullet time immediately and shoot the guard beyond the door to the left and right. Enter rooms 305 and 306, though you won't find anything. Avoid the television in room 306, or you will suffer damage. Turn left and proceed down the hallway. A padlock seals the door at the end of the hall. Break apart the padlock with a firearm. Walk through the doorway.





The door across the hall leads to several thugs--two down the hall to the left and two examining a vending machine to the right. Wait until the guards to the right walk by the doorway; use a shootdodge in front of the doorway to blast them. The other two guards on the left soon join the fray. Use bullet time and shoot them as they approach the doorway.

Enter the first room on the right and use the television to watch a news broadcast. More bad news for Max. Exit back into the hallway and head toward the exit door. This one happens to be locked. Enter the door on the left. Spot the open doorway on the right. Approach and spot the thugs outside. Alert them to your presence and lure them into the doorway; use bullet time and shootdodging to slow down time and shoot the guards piled into the doorway. Gather up the discarded ammunition.

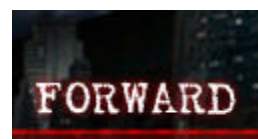
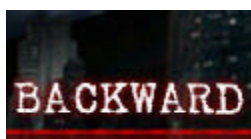
Tip: Search the left side of the storeroom beyond the junkie for some shotgun ammunition.

Proceed through the doorway and follow the hallway to room 313 on the right. As soon as you open the door, a shotgun "trap" triggers and fires a blast in your direction. Dodge the blast and enter the room. Max notices the letter on the table. Approach and examine the letter. Explore the room for shotgun ammo, painkillers on the table, and a sawed-off shotgun on the bed.

Exit room 313 to the right and follow the hall to the left turn. There's a small bathroom on the left; you can see the junkie against the wall mumbling something. There's a thug in one of the stalls. Wait until he emerges and blow him away. The junkie gets freaked and starts shooting; take him out as well or pay the price. Search the bathroom for some painkillers.

Turn around and face the crumbling door. With a shotgun, blast the door into pieces. Walk into the room and through the open window to the ledge. Turn right and follow the narrow ledge to the boarded-up window. Break apart the planks with a shotgun. Hop into the room. Gather the Molotov cocktails on the right and on the cabinet on the left. There's also a bottle of painkillers on the couch.

Return out to the ledge and the previous room. Exit into the hall and pass room 313 on the left. A door opens up ahead. You encounter some thugs--shootdodge to the right and take them out with a shotgun. Enter the door that the thugs came through and enter the room with the damaged floor. Shoot the large metal container (but stand back)--it plummets through the floor, opening a hole into the second floor.

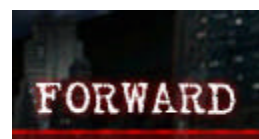
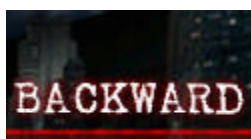




There's something unusual about the floor here. Try shooting the metal container!

Hop down with your weapon ready. Use bullet time and kill the approaching thugs. At the intersection, blast the guard on the left by employing a shootdodge. Enter room 216 and approach the table and the hooker's diary. Use the diary and read its contents. Enter the camera room (the cabinets on the right side of the room) and comb the shelves for ammunition. Open the door to the right of the camera and enter another second-floor hallway.

Follow the hallway around to the left. The next corridor on the right contains a trio of thugs. Surprise them with a shootdodge to the left; pummel the three thugs with your shotgun and multiple shootdodge maneuvers. Approach the service elevator. Use the button to open the elevator door. Enter and use the button inside to proceed into the next level.





Chapter Four: The Blood Veins of New York

Max proceeds to the service elevator deeper into the hotel. Exit the elevator once the door opens. Some washing machines lie forward and to the right. Around the corner to the left, you'll find some thugs sitting at a table, talking and listening to the nearby television. After alerting the guards, use several shootdodges to the right and left and take out the three thugs. Approach and use the television for more news and a graphic novel update.

Turn around and approach the door. Some more thugs wait behind the next door. As soon as you open the door, shoot the explosive canister on the crate. Back out of the doorway and watch the flesh fly. Clear out any remaining guards. Search the room for their discarded ammunition and bust the small crates with the lead pipe to see if there is additional ammunition. Bust the stack of crates in front of the door. Go through the door.

Take out the guard in the hall with a quick shootdodge of bullet-time usage. Head into the next room--the boiler room--and check out the newspaper on the floor. Look inside the cabinet on the other side of the room for some shotgun ammo. Ascend the staircase to the left of the boiler and listen to the conversation. The door leads into a kitchen. The battle is tough. Use bullet time immediately and shoot the left guard, who's carrying the shotgun. Shootdodge right and blast the second guard. A third appears in the hall on the left; take him out as you hug the wall near the fire extinguisher.

Gather up their discarded weapons. Find the medicine cabinet on the right side of the room and grab the painkillers. You can also shoot the fire extinguisher if you'd like, though don't expect much fireworks. Head down the hall and up the staircase into the hotel lobby. As you enter, you can hear some thugs behind the double doors on the left. Look in the restroom for some painkillers.

Return to the double doors--they lead into a conference room. Open them and immediately employ bullet time. Blast the clumped thugs with your shotgun. Perform a backward shootdodge to maneuver away from the guards, but still give yourself an excellent line of fire. Once you have cleared the room, enter and notice the key on the table on the right. It's the bar key. Pick it up. Open up the cases on the table to expose money and drugs. Search the cabinets for a Molotov cocktail and some painkillers.

Exit the conference room and proceed left toward the rest rooms. Take a right and spot the bar door. Enter the door (automatically using the key). Watch the new graphic novel update. Max locates Rico Muerte. After Max is spotted, Rico immediately goes for his gun. Time for action!

Allow the thugs and Rico to approach the door. Back out of the doorway and to the left for cover. Don't hesitate to back far out of the hallway beyond the rest rooms to tackle



BACKWARD



FORWARD



these tough enemies (the shotgun-wielding thug alone takes several shotgun blasts to the gut). Candy remains behind the bar. Approach her using bullet time and take her out with Dual Berettas. Search behind the bar for ammo and painkillers.

Rico, with his pants down, has escaped through the door marked "Exit." Open it and immediately take cover; Rico stands close behind the door and is armed. He'll back down the hall to the right. This battle is extremely tough because there's no cover in the hallway, and Rico stands at the end with his Ingram. If you move too far down the hall, two more thugs enter to assist Rico. Use your Desert Eagle, which has a mix of power and accuracy, to score quick shots to the head on the two thugs. Rico will approach. Take shots at him using backward shootdodges and bullet time. Take cover around the corner and use a shotgun blast to take Rico out. Grab his Ingram.

Walk to the booths and enter the door on the left. Grab the painkillers in the cabinet on the right. Approach the telephone switchboard in the room. Max automatically uses the switchboard and you're updated with some graphic novel pages. The exit gate won't open (you can try the button if you wish, though it actually affects something else later). Instead, ascend the staircase and approach the doors that lead into the club.

Proceed beyond the slot machine and rest room around the corner. A thug messes with another slot machine here. Blast him with the shotgun. Watch out for the second thug to appear from the hallway on the right. Search the casino if you wish and then approach the double doors on the left. You're on a small part of the roof just above the room that you couldn't reach before (beyond the broken exit gate).

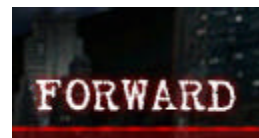
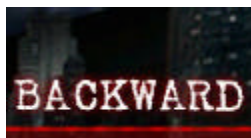
Break the glass with your baseball bat or lead pipe. Drop in and immediately fall behind the crates against the wall. You're about to be ambushed! Use the crates as cover against the four incoming thugs (two to the right, two to the left). Take out the thugs to the right first. Lure the others near the crates and use the shotgun to blast them at close range. Pick up their weaponry, including a second Ingram.

Enter the reception area and press the button marked "Exit" to open the door that leads outside (across from the statue). Run quickly to the door once it's opened and scamper outside and into the next level.

Chapter Five: Let the Gun Do the Talking

Now that his cover is blown, what's Max to do next? He should blow town, but he isn't into doing the smart thing. He sees a bomb destroy Lupino's hangout, and he spots Vladimir, head of the local Russian mob, in a fleeing Mercedes. Looks like a mob war is being waged.

Objective: I needed to find a way to Lupino's office on the top floor.





Cross the street to the pawnshop. Listen to the conversation and then bust inside with a bullet-time or shootdodge maneuver and tackle the two thugs on the right. Search the pawnshop for some ammunition on the shelves. Break the case with your baseball bat and take the Ingram for ammunition. Exit and head left around the corner. Check out the newspapers against the left-hand wall.

Tip: Look in the alley around the corner for the parked van. Open up the back doors and grab the shotgun for some ammunition.

Descend the staircase to the door on the left side beyond the newspapers. Open the door and immediately employ bullet time to take out the thugs inside the small room. Alternatively, open the door and back up and use the corner of the wall as cover. Grab the ammunition scattered around the room and then approach the door on the left. Cross the hall to the left turn. Ignore the junkies in the room on the left and continue to the next intersection.

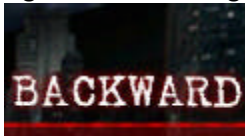
An explosion startles you--check behind you in the hall for debris. The entire place has been rigged with explosives. Spot the explosive canisters in the next hall. You can't stand opposite the canisters and survive (they launch down the opposite hall). Shoot the canister and back toward the debris. The explosion opens a hole down the hall to the right.

Kill the thug who enters from the hole you just created. Explore the storeroom and locate a cabinet, which contains a couple of bottles of painkillers. Proceed right through the doorway. Cross the storeroom to the far doorway. Two thugs are in the next room--one camps against the left wall. Lure them into the doorway and blow them away with the shotgun. Ascend the staircase, taking out the thug along the way, and grab the Desert Eagle ammunition on the bench.

Answer the pay phone in the next hallway. A couple of thugs wait in the next room. Wait until they move to the storage room on the right. Use shootdodge in front of the doorway into the storage room to take them out. The room rattles with explosions; ignore them and concentrate on downing the two thugs. The door on the left side of the main room requires a key. Enter the storage room and blast the padlock with your shotgun.

Enter the room and check out the letter on the desk to the left. After you read the letter, cops bust into the adjacent room. Don't battle them. Crouch and cross the room and locate the staircase key on the shelf. Grab the key and crouch again. Return back through the room. Cross the main room to the locked door. Use the key and enter.

There's a thug on the stairs to the left. Immediately shootdodge to the right or just blast the thug with a close-range shotgun burst. Ascend the staircase. Further up the staircase is a thug tossing grenades. Avoid the grenades--once you reach the second floor, use a shootdodge to take him out. More thugs arrive. Use bullet time, shootdodge, or retreat down the staircase and use cover to eliminate them. A thug carrying Dual Ingrams waits higher up the staircase. Don't let him surprise you from behind.



BACKWARD



FORWARD



Enter the women's bathroom (on the left) to locate a cabinet with three bottles of painkillers. Grab all the discarded ammunition before proceeding up the staircase. Ascend to the third floor. An explosion rocks the floor, so your only option is the balcony. Leap over the gap and cross to the hallway. As you enter, another explosion destroys the balcony behind you.

Turn right and approach the door. Open and hug the left wall to lure the thugs inside toward the door. Blast all four thugs in the room. Explore the kitchen cabinets for ammunition. The cabinet in the bedroom contains a bottle of painkillers. Enter the kitchen and open the doors onto the fire escape. Leap out to complete the level.

Chapter Six: Fear That Gives Men Wings

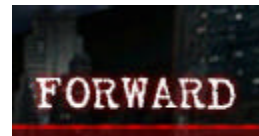
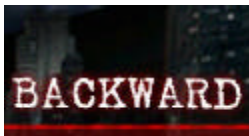
The explosions have destroyed the routes to the top floor. Time to find an alternate route! Descend the fire escape stairs to the ground below. Ignore the two guys by the makeshift fire. Walk to the left and enter Luigi's Laundry. Follow the hall until Max says that in order to get to the roof, he'll have to get beyond the locked door ahead. You can test the door--there's a guard on the other side who won't fall for simple tricks like "pizza delivery."

Turn around and exit the door back into the alley. Enter the door on the left. Take the first right into the dark storage room. Grab the ammunition from the shelves. Return to the hallway and hear the thug whistling up ahead. Ignore the junkies and approach the stairs.

Trigger the thugs at the top. Hide around the corner and blast the thugs as they come around the corner. Employ bullet time and shootdodging as necessary. If any shots hit the junkies, they'll start firing, so be careful! You may need to retreat out of the area completely and back into the previous hall with the storage room.

Ascend the staircase beyond the next set of junkies. More thugs wait on the staircase. Use bullet time and take them out. Keep moving up the stairs until you can't ascend any longer (the stairs are broken). Locate the door and enter. Max automatically enlists the help of some bum to get inside the Laundromat. Descend the stairs and return to the locked Laundromat door. Note that the password is John Woo.

There are two thugs inside, and you can dispatch them rather easily with some shootdodging in front and through the doorway. Grab the ammunition from the card table and head through the left door into the Laundromat. Two more thugs wait by the washing machines. Strafe out from behind the corner and go for shots to the head. Head into the room and go right. In the next hall, go left into the cashier's room and pick up the shotgun and painkillers from the desk. Enter the elevator on the opposite side of the hall. Hit the switch and go up.





Head down to the end of the hall. Open the door into the men's room. He's currently in the bathroom. Wait for him to come out and ambush him. Approach and use the television for an updated news story. Open the cabinet to locate ammunition and then jump through the window out onto the roof.

Exit to the right and cross the pipes to the adjacent building. There are several thugs in the room beyond the next window. Move close cautiously. Kill as many as possible before jumping through the window. Use shootdodge to leap through the window to terminate the last remaining thugs. The door in the room is locked. Cross the room to the window. Bust it and leap out onto another roof.

Walk across to the adjacent building on the right. Leap through the window into the room. The explosions in the building continue. Walk across the balcony until you hear two thugs discussing their explosives, which they soon set off by accident. Wait for the wall to collapse and leap through.

Move through the hallway around the vending machine to the left. Some thugs emerge from the debris ahead. Lure them to the corner and blast them at close range or use a shootdodge to maneuver around the corner. Ascend the debris to the upper floor (the balcony contains no new routes) and blast any remaining thugs.

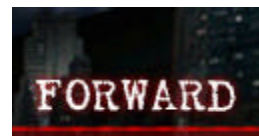
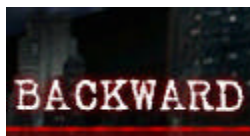
Cross this upper balcony to the hall on the other side. Open the door on the right and listen to the conversation beyond the next door. Search the room for ammunition and painkillers. Approach the door to initiate a graphic novel sequence. Be ready! As soon as you regain control, a huge firefight ensues.

You're behind some cover as you start, but the three thugs soon come around the corner. Employ bullet time or shootdodge to the left immediately and take them out with the shotgun, though the rapid fire from Dual Ingrams works much better. After the firefight, approach the desk and examine the crumpled letter. Jump through the window in pursuit of Vinnie Gognitti.

Objective: I had to catch Vinnie Gognitti.

Drop down and cross to the adjacent roof to the right. Leap through the window. Walk through a now-opened door (previously closed) and walk around to the right and spot the staircase leading up. Ascend the staircase. You hear a door close nearby. Find the door to the right. Open and exit onto another roof.

Vinnie Gognitti evades Max's bullets by leaping onto a metro train. Time to follow Vinnie's lead. Run to the edge of the roof and leap onto the next moving metro train. This concludes the level.





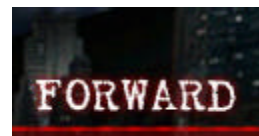
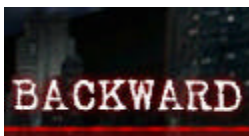
Chapter Seven: Police Brutality

Max pursues Vinnie on top of the metro train; both leap off as the trains slow down. You're now on a new set of rooftops and still in pursuit of Vinnie Gognitti. Walk to the edge of the roof and look down--you'll spot a series of pipes leading to the next roof. Drop onto the pipes and cross to the adjacent roof. Ready a weapon and shoot the thugs who appear from around the corner.

The doors here are locked, and there are no more pipes to cross. Instead, leap to the next roof--the one with the billboard. Two thugs appear to your right near the AESIR billboard. Eliminate them with the Desert Eagle. Head around to the left and spot Vinnie burst through the door. A helicopter appears overhead; it's the police, and you're ordered to stop. Don't stop--continue into the door, where Vinnie orders three thugs up the stairs to take you out.



Use the corner of the billboard as cover against incoming enemies.





Remain at the top of the stairs and blast the thugs as they ascend the staircase toward your position. One heads up the stairs, while two remain on the floor below. Toss down a grenade or Molotov cocktail (if available) to force them from their cover. Blast them with a shotgun or Ingrams, using shootdodge and bullet time. Descend to the first floor and open the cabinet, holding the two bottles of painkillers.

Exit the door opposite of the cabinet. There are thugs outside on the other side of the chain-link fence. Don't burst out into the open. Use cover and take them out slowly to avoid damage. You can also lure them to the corner to get a closer, and hopefully much more accurate, shot. Nail all three guards on the basketball court and then enter the alley with the open gate. You spot Vinnie ascending some sort of lift.

Enter the area and blast the thug who hides behind the truck. Explore the truck on the left for some grenades (break the crates) and ammunition. Hit the switch to lower the lift. Get on and use the switch to ascend. Activate bullet time as you move up and blast the guard on the second level with the Desert Eagle. Deactivate bullet time once he's dead. Crouch at the top floor and take cover against the thug near the billboard. Eliminate him with some shots from the Desert Eagle.

Tip: Follow the ramp down to the second floor and grab the ammunition and discarded weapon there.

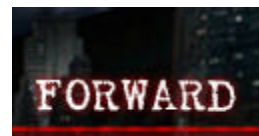
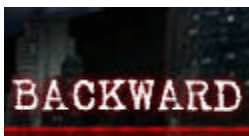
Ascend the ramp through the doorway. Some thugs hide to the right. Don't charge out--or you'll be flattened by a shotgun blast. Let them come to you or use a shootdodge and go for a shot to the head. Head right and spot the billboards. There are a couple of thugs on the far side. Use the billboard as cover and blow the thugs away when they pop out or by using a shootdodge to leap around the corner. Pick up the painkiller bottles on the ledge.

Pass all the billboards until you spot the glass skylight over a couple of happy, rich thugs. Bust the skylight and drop down onto the crates. The thugs exit the room, but you may be able to take one of them out. You can also use the explosive canisters on the left side. Gather up all the ammunition and weapons and then exit the door on the right.

There's a thug at the top of the stairs, and he likes tossing grenades. After he tosses one, back out. The thug moves to the right side of the upper room after hurling the grenade. Ascend the stairs and shootdodge to the left at the top of the stairs. Blast the guard. Turn around and exit the door onto the roof. Turn left and head down the fire escape.

Enter the room and approach the television. Use the television for an updated news story. Scour the room for ammunition. Approach the exit door to hear some thugs planning an ambush against you.

Tip: Open the door on the right into the bathroom and grab the painkillers.





Open the door and immediately fire your shotgun to blast the guy on the other side of the door. The remaining thugs retreat around the corner and back down the far hall. Walk to that hall, but retreat when one thug tosses the grenade. Return to the corner and toss your own grenade down the corridor. Eliminate the remaining thugs with the Desert Eagle. Walk to the end of the hall and exit the door to another rooftop.

Cross the rooftop on the right side of the door. Perform a shootdodge to the left and blast the guard just beyond the doorway. You may see a second thug retreat into the hall. Walk to the corpse and back out quickly when you spot the incoming grenade. Return to the left turn and perform a shootdodge to the right and nail the guard at the end of the hall. Cross the hall to the door at the end.

Open the door, and Max spots Vinnie attempting to get inside a locked door--to no avail. Vinnie is taking shots at Max when you regain control. There are several other thugs below, and some won't hesitate to ascend the staircase for a better shot at Max.

Lure as many thugs up the staircase as possible. You should be able to clear out most of them, leaving one to the right and two to the left. Take out the one on the right from the top of the stairs with a well-placed shotgun blast, a shot to the head from the Desert Eagle, or a burst from the Ingrams. Descend the stairs and scamper behind the cover before taking on the remaining two on the left. Use shootdodging to the left and nail them with the shotgun.

Vinnie remains near the door that he can't enter. He can sustain a lot of damage. Use the short alley on the left side as cover. Aim for the head for a quicker kill, but expect to expend a lot of ammunition in taking Vinnie out. When he falls, gather up the nearby ammunition and discarded weaponry and approach Vinnie to trigger the graphic novel intermission. You automatically head into the next level.

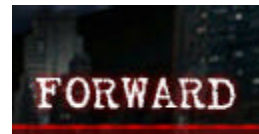
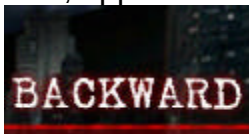
Chapter Eight: Ragna Rock

After "persuading" Vinnie to reveal Jack Lupino's current location, Max heads to the seedy club Ragna Rock in search of revenge.

Objective: I needed to face Jack Lupino and make him pay.

Turn left and explore the security room and grab the shotgun. Head left into the ticket booth and pull the lever next to the security sign to open the door behind you. Beware of the guards behind you. Lure them into the doorway and blast them. If you do enter the room, use a shootdodge to the right and nail the remaining guards.

Explore this storage room for plenty of ammunition and two bottles of painkillers on the right shelf. Spot the book entitled *The Age of Murder and Storm* on the table. Approach the book and press the use button for a brief graphic novel update. After examining the book, approach the door on the other side of the table.





Open the door and immediately fire the shotgun. Retreat quickly and fire a second shot. A grenade lands in the doorway, and you will suffer damage if you don't back away quickly enough. There are two other thugs in the room--one on the dance floor and a second on an upper balcony. Stick close to the doorway and obliterate the thug on the dance floor first. Use your Desert Eagle to tackle the thug on the upper balcony (use the pillars as cover).

When you move out onto the dance floor, you realize there's a third thug on the balcony--he tosses Molotov cocktails down. Walk slightly onto the dance floor and look up at the balcony behind you. Take out this annoying thug with a few shotgun blasts or an accurate Desert Eagle shot. Cross the room and pick up the Berettas from the table.

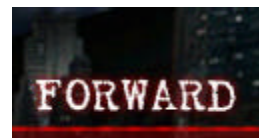
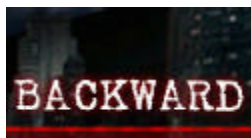
Locate the exit door to the right. Walk slowly to the next door and use bullet time. Enter the hall and turn right and blast the guards near the bar. You're in a second dance floor. Eliminate the guards behind the bar and a third on the dance floor before exploring the room for ammunition and weapons. Locate the door beyond the sign marked "Bar."

There are three things to your left as you enter the bar. Perform a shootdodge to the right and blast the nearest thug with your shotgun. Use the nearby pillar as cover as you take out the remaining two with bullet time or without. Locate the bottle of painkillers behind the bar and grab the weapons and ammunition from the table. Walk to the table underneath the strange insignia on the wall--Max notices the books on the occult. Examine them.

Approach the gate to the left of the occult books. Use the switch to open the gate. Ready a weapon--a guard appears from the staircase on the right. Blow him away or use bullet time for assistance. Ascend the staircase. You're now on the upper balcony. There's a thug to your left and another on the other side of the balcony. Nail the one on the other side first using the Desert Eagle and then pummel the guard on the left with the shotgun.

Enter the upper area of the dance floor and nail the two thugs. Grab the bottle of painkillers from the pyro control desk (and use the pyro controls if you wish). Exit the door to the right. Ascend the staircase and approach the open door. There's a deal going on inside, and there are three thugs. Lure the thugs near the open door and use the shotgun to blow them away. One thug stays at the desk; take him out with the Desert Eagle.

There are more thugs on the other side of the room. Use the shelves and table in the room as cover. Wait until the other thugs run out from behind their cover and take them out one by one and use a shootdodge to the right if necessary. Comb the room for ammunition and weapons (also a bottle of painkillers on one of the shelves) before exiting the room in the far left hallway.





As you approach the stairwell, a thug appears--blast him, and he falls on the floor, which opens and reveals the floor below you. Nail the thugs on the stairwell before ascending. Head up the stairs, taking cover against additional thugs firing from above. Blast them and approach the door at the top. Open the door and turn right. Walk to the girders. Shoot the thug below you. Cross the girder toward the left and emerge on another section of the roof.

Go forward and to the left. Leap on the narrow walkway and locate the ledge on the right. You should spot the open door far ahead of you. Scamper to the open door into another stairwell. Blast the nearest thug. Two others approach from below. Remain at the top of the staircase and nail the thugs as they approach. Walk down the stairs and approach the closed gate. Use the switch to the right of the gate to open it.

When the door opens, fire your weapon and strafe to the left for cover--there's a thug on the catwalk, and he's rapidly approaching. Nail the guard as he approaches the open gate. Cross the catwalk and open the cabinet to procure some painkillers. Turn around quickly, though--there are four thugs approaching you from behind. Blast them with the Dual Ingrams or with the shotgun at close range. Collect the ammo and descend the catwalk staircase to the backstage area.

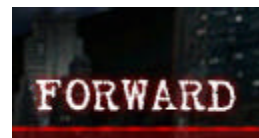
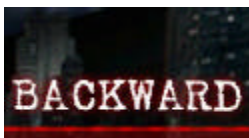
Tip: Bust the crates beneath the staircase to uncover some ammo and a bottle of painkillers.

Take a moment to try the microphone, drum set, and guitar if you wish. Ascend the staircase on the opposite side. There are two control panels: pyro control and stage control. Use the stage control console first to open the panel on the right. Two thugs enter. Use the pyro control console when the thugs cross the threshold of the stage. Blast them with your shotgun if either thug gets close.

Climb up the back of the stage onto another catwalk. Turn right and ascend the staircase to the backdrop controls. Use the levers marked 1, 2, and 4 to open a path through the backdrop. Descend the staircase and walk through the backdrop. There's a grenade-tossing thug on the left staircase. Blast him and ascend the staircase to the upper catwalk. Leap on the railing to the right to cross the hole in the catwalk. Approach the door at the end to complete the level.

Chapter Nine: An Empire of Evil

Max reaches the "rotten core of the big apple" and spots pieces of a letter on the sofa. Turn left and walk over to the couch. Examine the letter for a graphic novel update. Turn around and approach the desk and examine Lupino's notes. Turn around once again and approach the pedestal. It's Lupino's notebook. Approach and read the notebook.





Cross the room and ascend the staircase. You can hear Lupino spookily chanting in the background. Follow the hall to a gate. Open the gate with the switch on the right. Walk into the room and watch the brief cutscene.

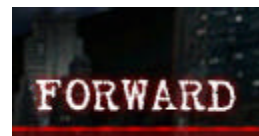
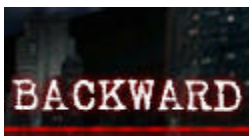
This is the toughest battle you have faced thus far. Don't enter the room's center, especially if you need ammunition and painkillers. Walk through the halls on the far left and right sides of the room to find loads of ammunition and weapons on the tables. You'll also find bottles of painkillers scattered about. You can hear Lupino chanting. Pay no attention. You have more pressing business at hand. Make sure you are near full health and then enter the center of the room until you hear the gong.

Once you hear the gong, retreat behind the staircase on the right side of the room. Enemies pour out from three places: on either side of the upper balcony (one on the left side, one on the right side) and another in a hole in the far left area opposite of the staircase. You should stick behind the staircase to the right when battling them. You can run down the hall back near the entrance gate if you wish. Don't hesitate to employ ample shootdodging and bullet time. Collect painkiller bottles if needed.

The reason you need to stay behind the staircase on the right is that if you stay on the left, the thug hurling Molotov cocktails can spot you and will toss down explosives around you. Once the thugs stop appearing from the balcony on the left and corner opposite the staircase, only the Molotov cocktail thug remains. Take him out and prepare for a battle with Lupino.

Tip: If you circle around Lupino correctly he'll throw the Molotov up in the air and hit himself with it. This is risky, but it can significantly help you win the battle.

Once Lupino appears (with two additional thugs), run near the entrance gate and use shootdodge to quickly blast the two thugs escorting Lupino. Leave Lupino for last because he's the most powerful and also the most sluggish--you can simply run away from him and survive. With just Lupino left, use the pillars as cover and strafe back and forth, firing your shotgun at close range until the crazed psycho falls. The level automatically ends once Lupino dies.





Chapter Four: Part II: A Cold Day in Hell Walk-Through

Max and "Mona Sax" face off with firearms. She explains that Jack couldn't frame Max; she thinks they're both after the same guy, Angelo Punchinello. But, as the meeting seems to turn in Max's favor, Mona Sax slips him something strange in a cool beverage and Max slips into some nightmare. This section covers the walk-through for Part II: A Cold Day in Hell.

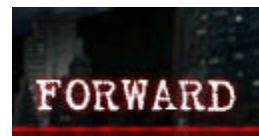
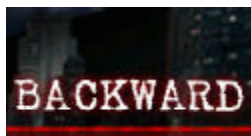
Prologue

You're in some nightmare that involves Max's house. There is a thick haze and it is difficult to see. Proceed forward and then to the right and follow the abnormally long hallways. You are inside a maze and must locate Max's living room. Follow these directions.

1. Right turn
2. Left turn
3. Right turn
4. Left turn
5. Left turn
6. Left turn
7. Right turn
8. Right turn

A cutscene interrupts your arrival into the living room. Walk left to the fireplace and examine the photographs. Turn left again and approach the dressers and examine the picture on the right. Ascend the staircase and walk forward into the open bathroom door. If you attempt to open the door on the right, planks appear out of thin air to block your advance (and break the shower door glass).

Exit back to the stairwell and turn left. Open the door ahead and follow the hall to the right. Make note of the blood trails on the ground. It's another maze--and quite a narrow one. You also have to complete some difficult jumping puzzles.





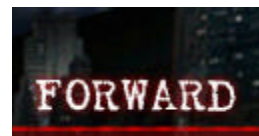
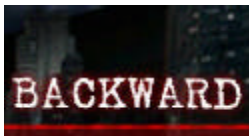
Wooden planks prevent Max from entering the bedroom from this door.

Turn right and ignore the first left jump. Follow the blood trail to the second jump opportunity to the left. Turn left and take the jump. Follow the winding blood trail until you reach a jump opportunity before the trail turns to the right. Take this jump. At the first intersection, keep going forward (ignoring the right turn). At the second intersection, turn right and follow the winding blood trail all the way to the children's room hallway.

Examine the baby. After the cutscene, open the door on the opposite side of the room and follow the hallway until you're interrupted by the cutscene. Approach the desk and spot Michelle's diary. Turn left and walk to the door to conclude the dream level.

Chapter One: The Baseball Bat

Max awakens from his nightmare in an all-new nightmare--he's tied to a chair, and some thugs taking batting practice with Max's head. Then the thug takes a break--wrong move! Max manages to free himself from the chair and notices the bloody baseball bat propped against the stairwell.





Objective: I needed to blow this mobster to death row.

Cross the boiler room and spot the cabinet on the left. Bust open the cabinet lock with the bat and grab the bottles of painkillers. Use them to replenish some of Max's health. Open the door across from the cabinet (it's the only door unlocked). Follow the hallway to the left. You can hear the voices of nearby thugs.

Approach the intersection, but don't move around the corner. Thugs patrol this section, and it's better if you aren't seen. Make sure the thugs have moved beyond your position and have their backs turned.

There are several ways to complete the first part of this mission. You can wait until the thugs pass by and approach them from behind. Activate bullet time and crush their skulls with the baseball bat. Collect their weaponry and lure the other guards into a doorway and take them out. After alerting the guards, you can also circle around the area and enter the vacant storage rooms (the guards who were there are now in pursuit of Max) and gather the ammo and painkillers.

Enter the storage room on the left down the hall to the left. There may be thugs remaining inside. Blast the thugs with your shotgun and use shootdodges in front of the doorway if necessary. Bust the crates inside the room for ammunition and then examine the newspaper on the ground near the drainage. Return to the hallway and locate the open elevator. Get inside the elevator and use the button to ascend a floor.

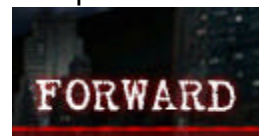
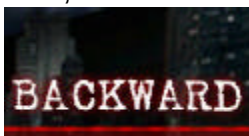
There are thugs in the storage room right outside the elevator door. When it opens, perform a shootdodge to the right out of the elevator. Use the columns in the room as cover against the enemies. Exit the room in the opposite doorway. You're at an intersection with the back of a truck to the left and a storage room on the right. The storage room contains two or three enemies, depending on if you cleared out the two enemies in the elevator room.

The toughest two hide behind boxes on the right side of the room. The easiest way to defeat them is to equip a grenade and perform a dodge roll to the left and toss the grenade behind the boxes. If you don't possess a grenade, take them out with a shootdodge. Locate a third guard in the left side of the room behind the shelves. Clear out all the thugs and scour the room for ammunition. Grab the bottles of painkillers from the cabinet on the left.

There are two more thugs to deal with. One behind the truck and another in the meat plant--a room that connects the truck area and the storage area. Trigger these guys and lure them within close range and use your shotgun to take them out.

Objective: I had to find Niagara and teach him a lesson.

Exit the meat plant onto the city street. Turn left and proceed down the street to the hotel; its entrance has been taped shut with police tape. Approach the tape for a brief





graphic novel update. When you regain control, Max has already torn the tape and accessed the hotel lobby.

Turn left and approach the lounge door. Max automatically eavesdrops on a thug's phone conversation--it sounds like it's about Mona. When you regain control, Max has already opened the lounge door. Be prepared as the thugs spot Max moments after. Perform a shootdodge in front of the doorway to tackle the closest thugs. Wait until the other approaches the doorway and blast him at close range with the shotgun. The third thug hides behind the large desk in the cabinet room.

Grab the bottles of painkillers from the table near the sofas and then proceed toward the cabinet room. Blow away the final thug. Gather all the ammunition and return to the radio, where you found the painkillers. Use the radio for a news story update.

Turn left and follow the hotel corridor to the bar on the right. Open the bar door to initiate a graphic novel update--it's short, however, so a battle ensues immediately. Hide to the left of the bar doorway and wait for the thugs inside to approach the door.

There are two thugs in the room who offer a much greater challenge. One thug hides behind the bar, exposing only his head. Use your Desert Eagle and strafe out and behind the corner of the doorway and go for a quick shot to the head. The second thug, Frankie, is even tougher. He can sustain a lot of damage, and he possesses incredible firepower with his Dual Ingrams.

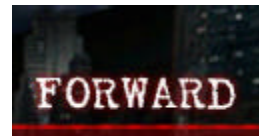
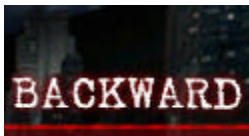
Use your own Dual Ingrams and shotgun to weaken him. Retreat around the corner near the restaurant if Frankie comes close and gives you no room to take cover. Use the corner of the doorway. Strafe into view, blast him, and then return to cover. Repeat until Frankie dies. Grab all the ammunition from inside the bar; the mission ends automatically.

Chapter Two: An Offer You Can't Refuse

Vladimir tells Max about the cargo ship Charon and makes Max an offer. Vladimir will help Max if Max returns the ship to Vladimir's control. Max proceeds to the Brooklyn Riverfront and to the shipyard. Time to take control of the Charon.

Objective: I needed to find the cargo ship Charon.

Walk forward to the station to the left of the gate. There's a guard inside. Equip either the shotgun or Dual Ingrams. Open the door and perform a shootdodge to the left. Blast the thug inside with your weapon. Gather all the shotgun ammunition and press the switch to the right of the window to open the gate, allowing access to the warehouses.



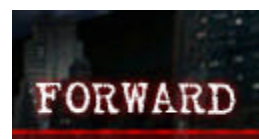
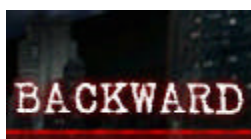


You can see him, but he can't see you. Open the door quickly and nail the thug at close range with the shotgun.

Head through the open gate. Two thugs stand guard around the corner to the right. Lure them out into the open and blast them with your shotgun. Collect their ammunition and then leap up onto the walkway. Approach the entrance to warehouse 4. Listen to the conversation inside and then press the switch to the right of the hanger door and prepare for battle.

Open the door and immediately dodge to the left and behind the wall for cover. Two guards are on the ground; the closest one has a shotgun. Blow them away with the shotgun. Immediately retreat once you spot the thug on the upper walkway--he tosses a grenade. Terminate the upper guard with the Desert Eagle. Collect the ammunition from the room and head through the door on the right.

When you open the door, you'll spot a guard with his back turned to you on the right and an open truck bay on the left. Don't charge into the truck. It's a trap; there's a thug inside, and you can't see him. Instead, fire a shot at the thug on the right to get everyone's attention. Retreat through the doorway and wait for the thug on the right to





approach. Nail him at close range and then take out the thug in the truck bay. Search the truck for ammunition and then approach the door to warehouse 5 on the left.

Open the door; there's a thug on the upper walkway. Force him to toss his grenade and quickly retreat toward warehouse 6 to avoid the blast. Nail the thug with your Desert Eagle or Ingrams. Walk forward and use the switch to ride the lift. Cross the upper walkway to the console. Use the console to activate the arm, which moves the crates in front of the door. Thugs burst in from the warehouse door on the right. Eliminate them with Dual Ingrams.

Descend the lift and enter the now-exposed door. Open the door and perform a shootdodge to the left and nail the patrolling thug on the right. Head right and slowly explore the alley through the large crates. Another patrolling guard can be found inside. Punish him with the shotgun. Turn right and locate the small outpost that contains weapons and ammunition. Break the crate on the ground to expose some painkillers.

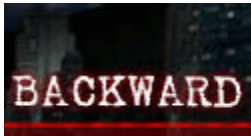
Head toward the crane; there are more thugs patrolling about. Lure them to the corner of the wall and nail them with the shotgun. Walk beyond the crane and to the right to discover a second outpost with more ammunition and painkillers. Jump up into the crane and use the console to lift one of the large crates, which is blocking a passage to the lift. Thugs enter once you raise the crate, so be ready!

Defeat the two thugs who emerge from behind the crate. A third thug fires from an upper walkway from across the area; use the Desert Eagle to take him down. Walk through the path exposed by the raised crate (it drops behind you) and blast the thug wandering through the dark path here. Turn right and walk under the large machine. It activates! Don't stand around and look at it; keep running until you spot the alcove on the left. Hide inside and grab the ammunition.

The machine lifts a large crate along the left side of the path, exposing a new route and alerting a couple more thugs. Lure them to the alcove and blow them away. Follow the path exposed by the moved crate; there's a thug to the right, and he tosses a grenade, so be prepared to retreat. Turn right and spot another lifting machine. Take out the driver with your Desert Eagle and then lure the incoming thugs toward your position behind the crates on the left.

Approach the first left turn. More thugs are arriving. Perform a shootdodge to the right and nail the thugs who enter from the short alley. Retreat if necessary in order to tackle all three with minimal damage. When you round the corner to the left, a thug shouts, "Raise the bridge." Take out the nearest bad guy and then the shouter (watch out for his grenade).

Continue down the alley and listen to your left for a thug to say something. It's a secret crate. Open and blast the thug inside. You'll find a sniper rifle, a bottle of painkillers, and a briefcase of money and an envelope. Exit the secret area and continue along the path as it turns to the right. Nail the thugs in the distance with the sniper rifle or the Desert

**BACKWARD****FORWARD**



Eagle. Leap over the platform adjacent to the bridge. When you reach the next area, turn right and spot the padlocked gate. Blast open the lock with your shotgun. Grab the ammunition and painkillers here.

Notice the sign on the left, which shows the wheel-block parking. Shoot the wheel brake on the truck on the other side of the fence. Retreat to the platform and nail the thugs who appear. Return to the automated bridge. A lot of thugs appear. Take your time, using the crates and corners as cover. Cross the now-lowered bridge. Tackle two more thugs in this new area--one by the door on the right and another straight ahead.

Enter the door on the right for painkillers and some grenades. You can also use the computer for a camera view of another room. Exit and turn right toward the next warehouse door. Walk through the door to conclude the level.

Chapter Three: With Rats and Oily Water

When the level begins, there's a guard on an upper walkway in front of you. Though it would be tempting to take him out with the sniper rifle, the action would alert a guard to the right, and you would be vulnerable when trying to switch weapons. Instead, terminate the guard on the right first and use the Desert Eagle to take out the high guard. Gather the ammo from the shelf on the far right.

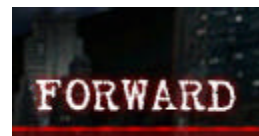
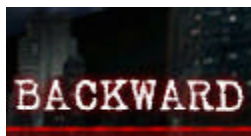
Return to the alley through the large crates. Trigger the enemy that appears behind the shelf in front of you. Blast him with the shotgun or Desert Eagle from long range (or even use the sniper rifle) and then take out the second thug on the upper walkway. Beware of tossed grenades! Collect the ammo from the second set of shelves. Turn right and move slowly forward until you trigger the grenade toss. Retreat quickly to avoid the blast.

Nail the thug who appears from the left. Two more thugs appear as you move toward the ramp leading up. Take cover behind the crates and use shootdodging and bullet time as necessary. You have one thug remaining--he's up on the catwalk at the top of the ramp.

Tip: Search the area left of the ramp for a third set of shelves. You'll find a bottle of painkillers, as well as plentiful ammunition, on the shelf.

Take out the final thug. The easiest way is to use the sniper rifle or use the Desert Eagle from long range. When you reach the catwalk, a door opens on the other side of the crate blocking the path. You can't move forward here. Instead, use the catwalk to the right. Terminate the guard on the catwalk if you haven't already.

Tip: You can snag the bottle of painkillers from the top of the crate by using the slanted girder.





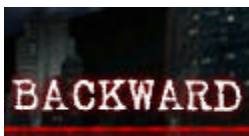
Cross the catwalk to the door. Eliminate the guard on the machine that's heading toward the door. Head through the door and leap onto the machine. Grab the sniper rifle and ammunition. Immediately equip the sniper rifle and zoom in toward the outpost ahead. Terminate the guard to the right with a shot to the head.



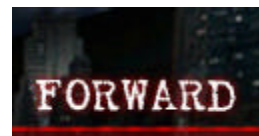
Use this machine to move to each of the sniper towers or just around to the outpost.

Use the console that faces the outpost. The machine starts to move forward. Turn left and use the zoomed sniper rifle to blast the guard in the tower. When the machine stops, use the console on the left side. As the machine moves, turn left and zoom in on a second tower. Terminate the guard standing there. When the machine stops again, turn right and use the console that faces the wide-open alley toward another outpost. Blast the guard in the outpost up ahead with the sniper rifle. When the machine stops, turn right and use the console again. You're now beyond the blockage. Turn around and use the console to move the machine toward the building.

Tip: You can move the machine to each of the sniper towers and collect the discarded ammunition and even a bottle of painkillers. However, each tower you explore triggers



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several more thugs who appear on the ground below. They're easy to dispatch with the sniper rifle, however.

Open the door into another warehouse. Lure the guards on the ground to the door. Don't head inside the room; instead, let the guards come to you. Blast them when they attempt to exit the door. Two other guards patrol the upper catwalk on the opposite side. You can take them out from long range or lure them to the ground; use the crates as cover and perform a shootdodge to take them out with the shotgun.

Ascend to the top of the catwalk and spot the fenced-in area; the gate is locked, and there appears to be no way inside. Kill the thug inside the area and turn around to the door. Blast the thug on the other side of the door when it opens. Use the switch to the left of the door to open the gate in the previous area. Another guard appears and meets you at the top of the catwalk.

Objective: I had to win the ship back to Vladimir.

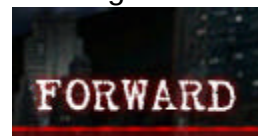
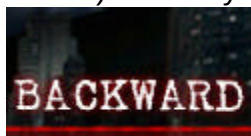
Tip: Before you leave the room that overlooks the Charon, blast the guard who's visible from the window.

Return to the previously fenced-in area and grab all the ammunition and painkillers. Kick in the door that leads out onto the shipyard for a brief graphic novel interlude. There are two guards outside to the left; both are best tackled in the doorway. Walk out and alert them and then retreat back through the door. Blast them after they attempt to come in. Jump onto the ship and use the large crate in the center as cover against the remaining thugs on the ship.

Climb the ramp to the bridge. Cross to the left side and take out the last thug in the control room. Grab the painkillers in the cabinet ahead if necessary. Turn right to the console and answer the phone. After the call, open the door behind you and then back off immediately to avoid the grenade. Descend the staircase and shoot the guards around each corner. There are two thugs waiting at the bottom; dispatch them with a grenade. At the bottom, turn right and open the door. As soon as you regain control of Max, back up and maneuver up the staircase.

Dime and his thugs are inside the cargo hold below you; maneuvering back up the staircase prevents you from getting hit with their first strike. Return to the door, open it, and alert the thugs to your presence. Take them out closer to the door or in the stairwell. Clear out all the thugs and leave Dime. When you return, Dime should be tossing cocktails and firing his weapon from the back corner--haphazardly near some explosive canisters. Use the sniper rifle to blow up the canisters; the explosion damages Dime and gives you an opportunity for further damage. Fire the sniper rifle at his head or chest two or three more times until he's dead.

Enter the room and grab the ammunition and painkillers (search the corner to the right as well). When you're done, open the door on the other side to locate a huge store of





ammunition and weaponry—including the new Colt Commando. You hear from Vladimir, who instructs you to return to the bridge. Retreat through the bowels of the ship to the bridge to complete the level.

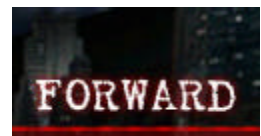
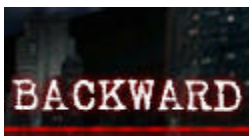
Chapter Four: Put Out My Flames With Gasoline

You're inside Angelo's restaurant at the meeting place. But all is not as it seems. As soon as you move toward the bar ahead, explosions rock the restaurant, and fire rages and spreads rapidly. It's a trap! You must avoid the explosion and flames and navigate through the restaurant. Follow these directions:



The restaurant is exploding around you. Navigate the hallways and avoid the flames.

1. Move forward through the restaurant lobby to the double doors to the right of the bar.





2. Cross the next room to the double doors.
3. Turn right immediately in the next room and go through the door beyond the shelf.
4. Turn right, head down the hallway, and follow it to another dining room.
5. Turn left and go through the open doorway.
6. Turn left and follow the hall to the next large room. An explosion rocks ahead of you. Turn right and leap over the seats to the corner to the right. Follow it around the flames to the upper left side of the room.
7. Ascend the staircase.
8. At the top, enter the door on the left.
9. Cross the room to the right and open the door.
10. The next hall explodes in flames before you can cross. Wait until the shelves form a crossing. Leap across them and avoid the large concentration of flames. Move quickly or you will get burned!
11. When you reach the first left turn, avoid the flying canister. Turn left and cross the kitchen via the sinks and shelves on the right.
12. Locate the door ahead and to the left.
13. There's a thug on the other side of the door, but thankfully, no explosions. Shoot him.

Objective: I needed to find a way out.

Explore this room for painkillers, grenades, and ammo. There are a couple of thugs camping in the room at the bottom of the stairs. The best way to defeat them is with a grenade. Locate the open hatch in the room; it leads into the sewers. Descend and prepare for a firefight.

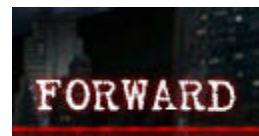
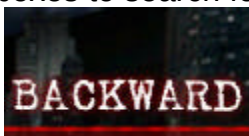
Use Dual Ingrams as soon as the guards spot you. You can take out all three with relative ease. Follow the sewer walkway around to the right and move slowly so that the thugs patrolling this underground don't startle you. There are two levels: the catwalk and the sewer below. Some guards may fall into the sewer and become a much more difficult target. Drop off the catwalk if necessary. Ascend the staircase to the door at the end once all thugs are defeated.

Chapter Five: Angel of Death

With Vladimir's help, Max heads to Angelo's manor to tackle the trio. When he arrives, he notices a "present" left by Mona.

Objective: I had to take care of the trio to get to their master.

Walk down the stairs and peer at the doorway ahead. As soon as a thug appears in the doorway, blow the two gas cans to the left of the door. Enter the door to the left and spot the dead body. Examine the body. Return to the previous room and break all the boxes to search for painkillers.





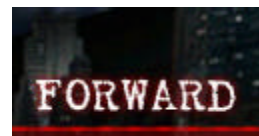
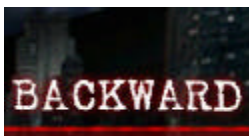
Exit the door where you blasted the thug with painkillers. There are two thugs down the hall to the left. Take them out, using the doorway as cover. Head down the hall and turn left to the door. Open it and kill the thug inside with a shootdodge. Head right into the cellar.

Avoid the guards by keeping close to the corners and use shootdodge when charging into a room. Check the shelves on the right for some ammunition. Follow the hallway and ascend the staircase to the door. Open the door into the manor.



Examine the tarot cards on the kitchen table.

Check the desk and examine the tarot cards marked "tower," "death," and "devil." Gather the ammo from the room and the painkillers from the counter on the left. Open the door to the right of the sink. There are three thugs taking cover behind the overturned table--one of them is a member of the trio. If you'd rather not charge into the room, use the Desert Eagle or sniper rifle to take them out while using the doorway corner as cover. You could also try tossing in a grenade.





As soon as you defeat the last thug behind the table, turn around if you are still in the kitchen--two thugs appear from the door near the refrigerator. Blast them and then comb the corpses for ammunition and weaponry. Use the table as cover against the two guards if you are in the dining room when the battle takes place.

Return to the kitchen door that the two thugs had burst through. Open the door and immediately shootdodge to the right and nail the guard on the left. You can shoot the guards on the upper balcony or cross the room to the other door. Open the door into the piano room and take out the guard to the left, who is hiding behind the bush. Use the piano if you wish!

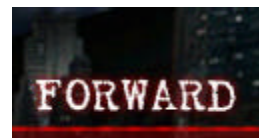
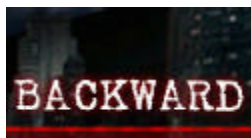
Open the door on the right. Two thugs stand near the bar area. Lure them to the door and take them out. Gather the painkillers on the bar. Open the double doors on the right. You spot the stairwell, but two guards stand at the top. When you move through the door, immediately hug the right wall. Blast the closest thug on the upper floor. Shootdodge to the left and blast the thug on the pillar with the shotgun or Ingrams. Steer clear of the left side of the staircase. A grenade--which was tossed from a thug on the second floor--lands there.

Ascend the staircase and go right. There are three thugs beyond the door here. Toss in a grenade to loosen them up. One of the trio stands inside, so you must kill these thugs. Shootdodge into the room and blast them with the Colt Commando or shotgun. After terminating the thugs, exit the room and cross the walkway to the opposite door.

Knock on the locked door and hear the conversation. That's your cue to get out of dodge! Back up all the way to the opposite door. A thug blows the door with some sort of rocket projectile weapon. From the long-range vantage point, use the sniper rifle to take him out easily. Return to the blasted door and enter the room. There are two thugs near the bed on the left. Lure one of them out and kill him near the door. Use a shootdodge in front of the bed to blast the other. Grab the M79 grenade launcher from the corpse you sniped.

Open the door into the bathroom. Equip the Dual Ingrams and shootdodge into the bathroom; blast the thug near the hot tub. Ignore the painkillers and face the other door. Take out the second guard who enters the bathroom. Grab the painkillers and the ammo from the floor. Enter the next door and approach the woman on the bed--it's Mona...or her sister.

Enter the next room and turn right toward the phone. Answer the phone, and you receive another tip from your "friend." Apparently, Max has company at the manor. Exit the door and blast the guards; cross the walkway to the far door. There are three thugs inside, including the last of the trio. Lure them out of the room if possible and use the pillars along the walkway as cover. Terminate the last of the trio and comb the room for ammunition.



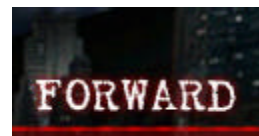
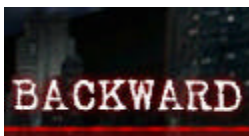


Use the sniper rifle against the thug who's carrying the M79 grenade launcher.

Arm the Colt Commando. Open the door on the right and confront Angelo. During the conversation, three thugs in nice suits barge in--all three are carrying Colt Commandos. Immediately use bullet time and go for shots to the head with the Colt. Alternatively, you can circle-strafe around them to the left or right; attempt to keep the crosshair pinpointed on their head or chest. Collect their ammunition once they're dead.

Objective: I needed to find out whom the killer suits were working for.

Exit the room and return to the upper floor balcony and discover those bad guys in suits have surrounded you. It's another femme fatale, and she injects you with more wacky juice.





Chapter Five: Part III: A Bit Closer to Heaven Walk-Through

Max falls into a junkie's nightmare after being injected. Once again, Max finds himself stuck in a world of dreams. This section covers the walk-through for Part III: A Bit Closer to Heaven.

Prologue

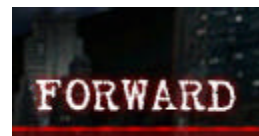
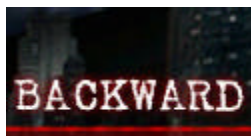
Cross the room and find yourself in Max's house--though it's some twisted version. Turn right and follow the dark hall into the living room. Ascend the staircase. At the top of the stairs, turn right and enter the door in front of you (the two doors on the left are locked). Walk through the children's room and open the door on the left and then the next door on the left.

After a brief cutscene, Max ends up in a room aflame. Walk forward to the desk and examine the letter. Walk over to the ringing telephone and answer the call. Open the door on the left side of the room. You find Max again inside a flaming room--it's eerily familiar.

Walk to the desk and check out the letter. Next, walk over to the ringing telephone and answer the call. Exit the door on the left, and you emerge inside a new room. You are back inside Max's house--or at least the dreamworld version of Max's house--and must maneuver through the living room, up the stairs, and into the door surrounded by candles on the right. Max stands at the base of another blood trail.

Follow this path through the blood trail:

1. Walk to the end of the trail.
2. Turn right and jump to the adjacent blood trail.
3. Follow the blood trail around to the left. At the end, leap forward to the blood trail.
4. Follow the trail to the right. At the end, peer down and see the trail below you. Instead of leaping to the trail across from you, leap and land on the trail below you to the right.
5. Follow the lower trail until you reach the end and need to leap right. Jump over to the right trail.
6. Walk over the trail to the left and at the end, leap to the trail across from you.
7. Follow this trail to the right and leap to the cradle surrounded by candles.





Arrive at the cradle surrounded by candles. Approach the cradle to enter Max's bedroom and battle...Max! Use ample shootdodges, and don't be frugal with the bullets. Lay into the alternate Max until he falls. Walk to the bed to complete the level.

Chapter One: Take Me to Cold Steel

Max, awakened from his drug-induced nightmarish visions, makes his way to the Cold Steel Foundry in pursuit of the mystery woman.

Objective: I had to look for the mystery woman's hideout.

You have been stripped of most of your weapons. You're equipped with a baseball bat, lead pipe, and the Beretta. Use the baseball bat or pipe to break the glass in the skylight. Drop down onto the crates below. Equip the Beretta. Enter the next room and spot the laser trip mines that are blocking the doorway. You can't jump over or crawl underneath.

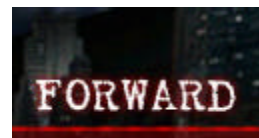
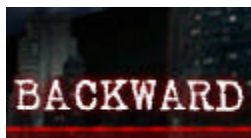
Back out into the previous room and shoot the trip mine from a safe distance. After the mines explode, enter the door beyond them on the right. Grab the sniper rifle and ammunition and then listen to the radio for a news update. Open the door to the left of the calendar. There are two tough guards outside; the easiest way to blast them is to use the sniper rifle.

Equip the sniper rifle and open the door. Take out the guard on the ground and then wait until the second guard ascends the stairs and enters the door. Simply stand back with the sniper rifle zoomed in on the door and blast the guard. Gather their weaponry (including a Colt Commando) and approach the door into the small room (you can see the room through the window).

Be careful, however. When you approach the door, a cold steel container opens behind you. A thug inside will blindside you if you aren't quick enough. Use a shootdodge and walk past the door that faces the container; nail the guard with the Colt Commando. Enter the room and gather the ammo and painkillers. Another guard has been alerted to your presence and will barge through the door or shoot through the window, depending on your position. Take him out with a shootdodge and the Colt.

Tip: Search the warehouse for an open container, which holds a Molotov cocktail.

Approach the hanger door to the right of the small ammunition room. Use the keypad to open the door. One thug stands inside and another enters via the door on the right. Use shootdodge and the Colt to take them out. Open the door on the right and shoot the trip mine from a safe distance. Enter the room but back up quickly to avoid the grenade. Remain in the first room and lure the guard into the doorway. Collect his Colt ammo.





Follow the unlocked doors to the large hanger door. Open the hanger door and use shootdodges and the Colt to take out the closest thugs. The thug farthest on the platform tosses a grenade. Retreat to the previous room once the grenade has been tossed. A third thug patrols the upper walkway. When he stands at the top of the ramp, use bullet time and eliminate him with the Colt. Gather the ammunition in the area opposite the entrance and then ascend the ramp. Grab the bottles of painkillers. Descend the ramp and enter the small door located opposite the entrance door.

There are a couple of thugs crouched behind the trip mine. Stand on the left side of the door. Use the Beretta to shoot the small crate that reveals the trip mine. Shoot the trip mine to create an explosion to damage or kill the thugs. Switch to the Colt quickly and mop up any remaining thugs in the room. Walk to the door on the left.

Equip the sniper rifle. Enter the door and then back up. Zoom in on the crate on the right in the next room and wait for the thug to crouch there and fire. Nail the thug with the sniper rifle. Back up to the previous room; another thug is on the way, and he tosses grenades. Avoid the grenade and finish off the thug with a shootdodge and Colt combo.

Enter the red-lit room and cross the staircase on the left. About halfway through, a thug enters from the upper ramp and the door behind you. Eliminate him with shootdodges or the sniper rifle. Cross the staircase that goes down and then walk over to the staircase on the right. Climb to the top and enter the door across the hall.

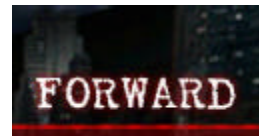
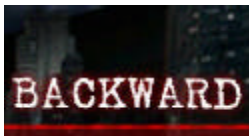
You're in a long hallway, but you aren't safe. Thugs round each corner and fire with Colt Commandos, and some even toss grenades. Move forward slowly and enter bullet time as soon as you spot an enemy guard. Follow the hallway to a door. Enter the door and head left. Two thugs appear; one climbs on top of the crates on the left. Use shootdodges and bullet times to eliminate them. Ascend the staircase at the end to reach the next door.

Follow the hall until you reach the exposed window on the left. Listen to the conversation and blast the guards quickly with the Colt. Enter and comb the room for weapons and ammo. Use the walkie-talkie on the table. Exit the room and head left to the door. Open the door to end the level.

Chapter Two: Hidden Truths

Walk forward to the storage shelves but be prepared for a gunfight. A thug enters from the left, and there's a second thug in the room in front of you. Use a shootdodge behind the shelf and nail the closest thug; then toss a grenade into the room or just take him out as well, using bullet time. Gather the ammo and enter the room. Examine the folder on the desk to the left.

Tip: Don't forget to grab the painkillers in the cabinet to the right of the vending machine.





Exit the room and enter the door to the right of the shelves. Blast the thug inside. Back up and shoot the trip mine to initiate an explosion inside the room. The explosion busts a pipe on the left. Turn the valve on the right to fix the pipe. Enter the door on the left out onto the catwalk.

Although the room contains some enemies, just run quickly across the catwalk to the door. Open the door and turn right. Some trip mines block the path. If you don't have a grenade, leap over the first trip mine and bust the crate on the floor. Pick up the grenade. Toss the grenade and run back to the catwalk. After the explosion, return to the room and take out the thug who enters from the door across from you. Head through the door onto the next catwalk. Cross quickly to the door.



Navigate carefully through these flames.

You've reached another batch of trip mines to the left. Before you deal with them, turn around and deal with the pursuing thug. To blow the trip mines, use a grenade or shoot the nearest mine on the floor while standing out on the catwalk. Avoid the flames coming from the broken pipes. Take out the guard on the right. You need to open the

BACKWARD

50

FORWARD



gate and reach the wheel valve. Do so by looking through the bars and shooting the short-circuiting controls. Enter the room and use the valve.

Exit and open the door previously blocked by the flames. As soon as you open the door, back up to avoid the explosions. The exploding barrels open holes in the floor. Drop down in the upper right hole onto the crates. Cross the staircase (by jumping or using the control pad to extend the bridge). Watch for the thug on the left when you reach the other side. Explore the container he emerged from for ammunition. Blow apart the barrels and forklift in front of the door on the right.

Open the door; a trip mine explodes. Stay back and wait for a thug to open the door. Use a shootdodge to eliminate the thug. Enter the room, grab the ammo, and enter the door on the right.

Tip: Before you enter the door, look on the left wall for a cabinet containing three bottles of painkillers.

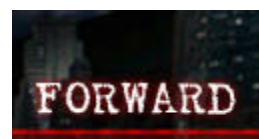
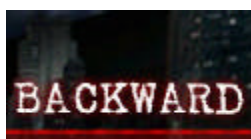
An explosion rocks the next room immediately--the ramp leading up blows apart. There are two thugs up high, and one tosses grenades, so be careful. Nail the thugs with the Colt. To reach the ramp, jump onto the center fence. From there, leap onto the broken ramp. Point your weapon at the door at the end of the ramp and nail the thug who walks through the door. When you reach the top of the ramp, open the door.

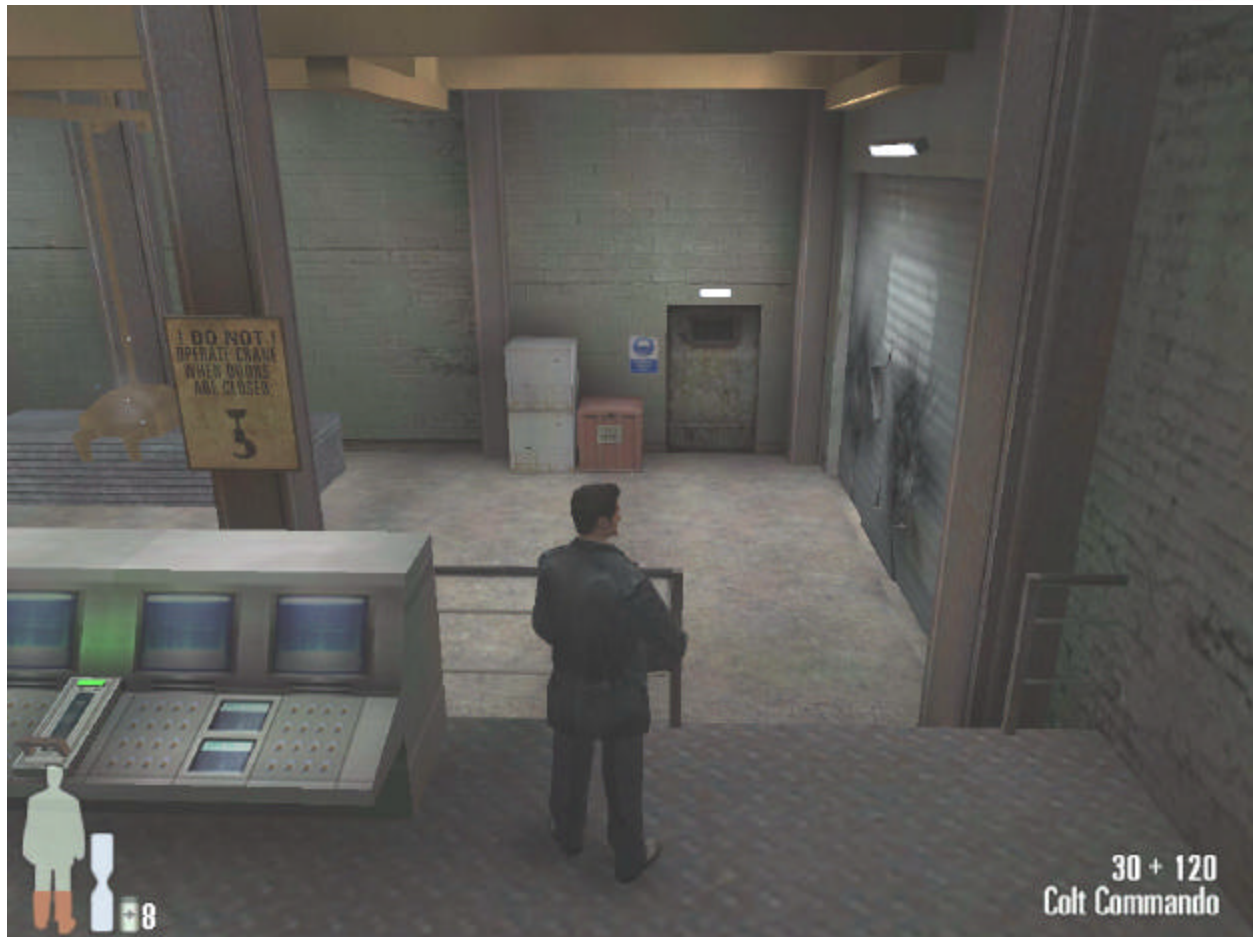
There are two thugs hiding behind a gate to the left. The best way to eliminate them is with a grenade. After taking them out, hide behind the crates in front of you and nail the guard who emerges from the door to the left. Enter this door into the control room. Grab the painkillers and approach the monitors.

Use the monitor to reveal an elevator marked D-6; also, the gate concealing the guards a moment ago opens, and another thug runs through. Turn around and shoot him immediately. Exit the room and turn right to the gate. Walk through the gate and approach the next door.

You're on an upper catwalk with two guards below. Take them out from the upper catwalk. Head down the ramp and use the console to cause the machinery to malfunction and bust a hole in the hanger door. Use the shotgun to bust the hanger door completely. Toss a grenade in the room to knock out the thugs behind the sandbags.

Tip: Before you go down the ramp, cross the girders and pick up the ammunition from the shelves.



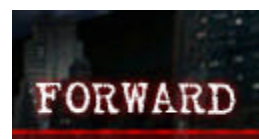
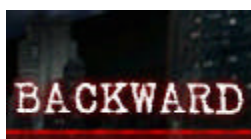


Use the machinery to bust a hole in the hanger door on the right.

Open the door and spot the trip mines to the left. Shoot the nearest mine (from the safety of the previous room) with the Beretta. There's still a thug remaining to the left. Eliminate him with a shootdodge to the right and a heavy dose of the Colt Commando. Walk to the next door on the right and open the door that reveals a flame-filled room.

To pass through the room successfully, move to the left corner and shoot the trip mines with your Beretta. Hop in the cart and press the use button to start moving. Slide to the right side of the cart and, with the Beretta equipped, fire at the left side of the second set of trip mines. Once the second set blows, leap out of the cart and equip the Colt Commando. Hide in the upper right corner of the room. When the hanger door opens, shootdodge to the left and nail the guards.

Another hanger door opens on the left; take out the thug near the barrel by shooting with either the barrel or the Commando. Walk into the room and grab the painkillers and use the shut-off valve. Return to the previous room and open the door. Nail the thug behind the bars; another appears from an unseen door, so take him out before you move inside the room.





Gather the ammo and then open the next door into the red-lit room. Use the sniper rifle to nail the two thugs in the room (one fires from the upper balcony). Cross the room using the crate and ledge on the right. Open the hanger door ahead. As soon as the door opens, retreat left to avoid the grenade. Blast the thug with a shootdodge to the right. You've reached elevator D-6. Approach the elevator and press the console on the right.

An alarm has alerted guards. Two thugs arrive at the elevator. Use shootdodges in front of the elevator door and the Colt Commando to eliminate them. A well-placed grenade should also take them out easily. Enter the elevator and use the console to enter the next level.

Chapter Three: The Deep Six

Watch the opening cutscene and prepare for a quick battle. Those two thugs soon point their weapons at you. Use the shotgun and take cover behind the crates on the left or right. Aim at the thugs and blast the elevator glass with the shotgun. Two or three hits should take each thug down. Exit the elevator using the console on the right.

Objective: I had to find a sign of Ms. Valkyr and her plans.

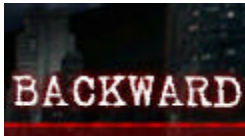
Walk into the center of the room and examine the logo. Open the door into processing. Some thugs escape through the far door. Follow them and take out the thug who is taking cover behind the crate. Shoot the explosive canister to the right of the thug taking cover. Enter the hall and turn right toward the door marked "Test Facilities."

After entering the door, follow the hallway around to the far right and spot the computer marked "Cell Access." Examine the computer. Unfortunately, you need the PIN. Retrace your steps and open the door into the laboratories on the right. Continue through the next door and spot the monitors on the right. Notice the number 665. Examine the monitors to receive the code.

Return to the cell access computer. Max automatically enters 665, the correct code. This opens the adjacent door and a storage room to the right. Enter the storage room and grab some painkillers. Return to the door marked "Block-B." Open the elevator and use the control inside to change floors.

The flaming passage ahead is blocked. Instead, open the door on the right. Cross the detention block to cell B7. Open and speak with the scientist inside. He'll help Max get beyond the airlock on the upper floor. Backtrack to the elevator and go up. As you cross the test facilities, the scientist hides behind some crates--there are some thugs to the left. Eliminate them with a shootdodge.

The scientist stops at the airlock controls and ushers you inside. Enter the airlock. After the decontamination process, exit through the open door. Cross the room to the door



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(don't worry about the window and carnage to the left). You must use the counter on the left to pass the flame jet. Approach laboratory 2 and use the console to open the door. Enter the elevator and use the controls.

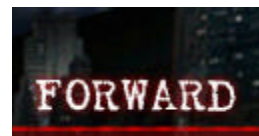
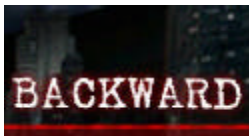
When you reach the next floor, the elevator opens to reveal a room filled with laser trip mines. Destroy as many laser trip mines as possible from the safety of the elevator. You must leap over the rest. Jump over the mines and go to the right; approach and examine the monitor.

Objective: I needed to get out of the bunker before it blew up.

Max digested all the information he needed about Project Valhalla--time to get out of this joint. Leap over the laser mines to the right (use the crate for extra height). You can destroy the mines if you wish by hiding safely in the corner of the room. Open the door into storage and use the console to activate the elevator.



Avoid these trip mines with simple jumps.





You're on the other side of that window you passed. Use the console on the right to open the door into the airlock. After the console explodes, leap onto the ledge against the window and blast the trip mines on the right side of the adjacent room. This blows the door open. Open the security door and follow the hall to the surface storage door. Open and use the console to ride the elevator. Use the console as the plant starts to explode, and Max escapes to safety.

Chapter Four: Backstabbing Bastard

Max pays a visit to B.B., who, as seen in the chapter title, Max has affectionately renamed. Apparently, B.B. is a dirty cop on the take and was behind the incident at Roscoe Street Station. Time to make new bad guys pay for their sins!

Objective: I had to make B.B. pay for Alex's death.

You're at the top of a parking garage, and four goons have just been dropped off. Use the buildings as cover and shootdodge out from your hiding spot to nail the incoming thugs. After taking out all four, locate the ramp that leads down into the parking garage. Use the sniper rifle to take out the two thugs at the bottom of the ramp (one enters from the right as you move down the ramp).

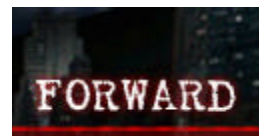
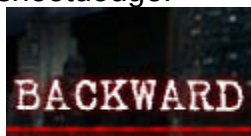
More thugs wait behind the gate to the right. Use the crates as cover and eliminate them with the Colt or sniper. Grab the ammunition and painkillers. A van has entered the parking garage and stops down the right alley from the gate--there are thugs with machine guns inside! Retreat when you see the van and allow it to deposit the bad guys and move on. Take the two goons out, using the pillars as cover.

Tip: Before you proceed further down the parking garage, explore the corner to discover a cabinet filled with painkillers.

Start down the next ramp. Two thugs appear--one to the left and another to the right. Retreat around the corner and use the wall as cover. Eliminate them. Grab the ammo and grenade in the left alcove. The van appears at the bottom of the ramp, depositing a couple of goons before speeding off down the parking garage again. Lure both of these thugs back to the corner and eliminate them from the safety of cover.

Tip: Don't hesitate to use the M79 grenade launcher during these battles. You will soon locate a room containing some M79 ammunition to replenish your supply.

As you head down the ramp, you spot the van. It speeds off, leaving two thugs behind. Take out the one on the left with a shootdodge. Force the one on the right to toss the grenade and then eliminate him with another shootdodge. Clear out the remaining thugs from the floor before proceeding down. When you reach the ramp, two thugs appear around the corner. Lure them to the wall and nail them at close range or with a shootdodge.





Descend the ramp and spot the closed gate on the right. Eliminate the guard behind the gate with a couple of shotgun blasts. Break the padlock on the gate with a weapon and open the gate. Walking beyond the gate triggers another movement of the van. A guard takes cover to the right of the gate. Eliminate him with a shootdodge. Walk down the hall to the ramp on the right. Lure the thugs around the corner and to the pillars; use the pillar as cover and take them out at close range with the shotgun.

Some guards hide behind cars and pillars at the bottom. Trigger them and then retreat to avoid the grenade blast. Lure the guards around the corner and take them out with the Colt. Grab the ammo off the crate and finish off the remaining thugs in the area. Locate the room to the right, grab the weapons and ammo, and then use the radio.

Start down the next ramp, killing the thugs as you move. When you reach the bottom, the van appears again--but this time, it crashes and burns. Take out the thug from long range with the Desert Eagle or sniper rifle and then battle the thugs to the right. Use the pillars and cars as cover and employ shootdodge and bullet time as necessary.

Tip: Before you head down the next ramp, maneuver to the crashed black van. There's an adjacent white van with its back doors unlocked. Open them and grab the ammo and painkillers inside.

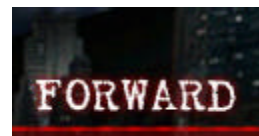
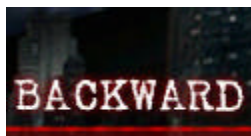
Descend the next ramp. More speeding cars and explosions await you! Take out the thugs who emerge. As you near the alley on the right, two cars collide and more thugs appear--one carries the Jackhammer. Blast them with the pillars as cover. Gather the weaponry and turn left at the intersection (right leads to the parking garage entrance). Trigger the three tough thugs here and use the M79 to take them out in a blaze. Only B.B. remains.

You can gather the painkillers from the cabinet on the right. Locate B.B. and use the Jackhammer or Colt to pummel him. Don't forget to use cover, either behind pillars or cars, and aim for the head. Once you finish him off, locate the ringing pay phone next to the elevator.

Chapter Five: In the Land of the Blind

Max Payne meets with his "informant," Woden, who introduces Payne to the "inner circle." Woden claims he can provide information on Project Valhalla. He reveals the identity of the mysterious woman, Nicole Horne, the key figure in Project Valhalla. On cue, some bad guys in suits enter with some heavy weaponry. Max escapes through a window.

Objective: I had to escape Nicole Horne's assassins.





Locate the steps down into the cellar. At the intersection, go right to locate a bottle of painkillers. Turn left and blow apart the trip mines with your Beretta. Aim the Jackhammer quickly and tackle the two well-armored thugs who approach. You can also soften them up with a grenade; wait until they reach the corner and then use a shootdodge or bullet time to blast them. The gate ahead is locked; turn right instead and follow the hallway.

A guard appears on the steps behind the shelves; take him out with the Colt. Gather the ammo and the grenade from the box and ascend the staircase to the door. Turn right in the dark hallway and pause for the laser to pass. Cross the hall to the door on the right--note that the keypad is green, which means you can access the door.

Enter the room and ignore the monitors for now. Turn left and spot the door--a couple of thugs are about to barge inside. Take them out and grab the bottles of painkillers to the left. Examine the monitor for a brief graphic novel update. Exit the room via the open door. There's a thug at the end of the hall; take him out and then take the first left to the door marked "Exit."

Blast the thugs on the other side of the door. Walk to the left and trigger a third thug; lure him to the doorway and blast him at close range. Ascend the staircase. Ignore the bottle of painkillers in the elevator--it's a trap. A thug drops down some grenades. Avoid the blast and kill the thug. Ascend the next staircase. Move slowly; as soon as you spot the grenade, retreat quickly. Nail the thug who appears and ascend to the top. You'll find the open door on the left. It's marked "Finance."

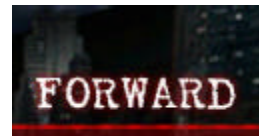
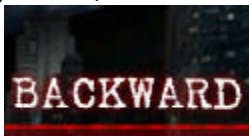
Tip: After entering the finance office, turn right and grab the painkillers and ammunition.

Before you head left, leap onto the desk in front of you and get up as high as possible. Spot the trip mines on the other side of the office. Shoot them with your Beretta. Drop down and head left. Approach the trip mine; a thug appears at the end of the hall. The easiest way to kill him is to leap on the desks and toss over a grenade. Leap over the trip mine and examine the radio on the right (kill the thug who appears first).

Turn around. At the intersection, go left to grab some M79 ammo. A thug stands to the right if you didn't kill him before. Jump over the trip mine and approach the door. Open the door and enter the alcove in front of you. A couple of thugs wait down the hall. Blast them with the Colt. Cross the hallway to the door at the end--the open door lies to the left.

Walk to the desk and examine the videotape. Enter the next office and examine the blueprints on the desk to the right. Turn around and check out the television for a news update. Exit through the door and out onto a balcony. Terminate the guard across from you and scamper quickly to the door marked "Exit."

Take out the guard in the stairwell. Blast the trip mines with your Beretta. As soon as you do, two more guards are shown entering the door at the bottom of the stairs. Use





the M79 to take them out easily. You enter the door that the thugs arrived from and follow the balcony to some Colt ammo; be sure to take out the thug across the balcony before grabbing the Colt.

Enter the second door on the right. Eliminate all the thugs on the current floor. You can even take out the thugs on the bottom floor or just descend the staircase one floor and take them out then.

Tip: Walk out onto the ground floor and turn left to the control desk. Grab the ammo and the painkillers. But don't go through the metal detectors!

Enter the door on the left and listen to the thugs' conversation. Toss down a grenade or shootdodge down the stairs and blast them. Avoid the trip mine. Grab the grenade off the crates. Enter the door and nail the thug at the end of the hall. Destroy the trip mines with your Beretta. At the intersection, turn right to face more trip mines. Blow them up with your Beretta. Enter the door on the left to end the level.

Chapter Six: Byzantine Power Game

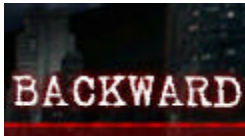
The stairs lead down to the left and the right. Take the steps to the right and nail the thug at the end of the hall. Turn back to the left and clear out the other approaching thugs. Blow the laser mine, which causes the file cabinets to topple over like dominoes. Examine the folder on the desk. Now you must climb over the fallen file cabinets and use them like stairs to reach the ramp that leads to the upper balcony. Take out the thugs there with the Colt and follow the balcony around to the open door.

Peek into the stairwell and then retreat to avoid the tossed grenade. Kill the thug and then ascend the staircase. Walk to the end of the hall and grab the painkillers on the right. Ascend the next staircase. Maneuver around the vending machine to the unlocked door at the end; it's the library. Eliminate the guards inside (lure them to the doorway) before exploring the library.

You'll notice the library littered with trip mines. One covers the staircase that leads to the balcony. You can't pass the trip mine--if you destroy it, the staircase blows apart with it. Blow all the trip mines; one causes a column to fall over like a ramp. Ascend the column to the upper balcony. Turn left and approach the unlocked door.

Enter the door and listen for the sound of a keypad being punched--the door up ahead on the left is being opened. Once it opens, toss a grenade at the doorway to kill the two thugs. Turn down the hallway and pick up the sniper rifle from the bench. Enter the door marked "Press Room."

Enemies enter the press room from the right. Take them out and then explore the room for additional sniper rifle ammunition. Walk through the opened door and turn left toward the door marked "Exit." You're on a circular balcony. There's a thug in front of you; use



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a shootdodge and the Colt (or stand with the sniper rifle) to take him out. Another thug stands on the other side of the balcony with a sniper rifle. Wait for him to approach and blast him. A third thug stands on a balcony on a lower floor; take the time to eliminate him as well. Locate the exit door on the same floor and move through.

Turn right toward the staircase and start down--two thugs crash through the ceiling. Eliminate them. Go through the door at the bottom of the stairs. As you cross the walkway, watch out for the grenade tosser on the left. As you approach the door in front of you, it clicks open. Wait for the guard to come through and then take him out. That hallway leads back to the library, so ignore it. Instead, turn left toward the door marked "Exit."

You're on another circular balcony. Eliminate the thug in front of you by luring him into the doorway. A second thug with a sniper rifle stands to the left. A third thug stands on an upper balcony and fires down. Take out all three. Grab the Jackhammer and ammo from the bench on the far side of the balcony. Head through the exit door.

Go downstairs and to the left to the conference room. Listen to the gloating thugs inside. Toss in a Molotov cocktail to dampen their day. Grab all the ammunition from the room.

The building lobby lies beyond the exit door. It's the final battle on the level. When you gain control of Max, quickly scamper behind one of the columns. One thug approaches quickly; take him out with the Jackhammer and a shootdodge. Equip the Colt and eliminate one of the thugs at long range. Two more well-armed bad guys enter from the left. Pummel them with the Colt. Finish off the last remaining thug before proceeding toward the exit. Gather all the ammo from the room. Check the reception desk for some painkillers before walking out the exit door.

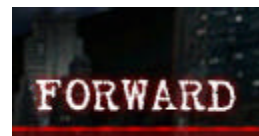
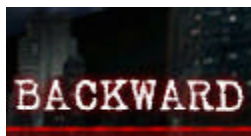
Chapter Seven: Nothing to Lose

Max Payne has escaped Nicole Horne's assassins and is now tracking down Nicole to the AESIR Corporation Headquarters.

Objective: I needed to find a way up to Horne's penthouse suite.

Equip a Molotov cocktail and walk through the leftmost metal detector. An alarm goes off, and thugs enter from the left hallway. Toss the cocktail when you spot the thugs; you should be able to take out one or two. Hide behind the nearest column and use the Jackhammer at close range to blast the remaining bad guys.

Proceed to the far left. Even though you spot the hallway to the right, keep moving to the leftmost wall. Use the sniper rifle and pick off the thugs (armed with grenade launchers) on the higher levels. If you attempt to bypass these thugs without taking them out, you won't succeed without a lot of luck. After blasting the thugs, follow the





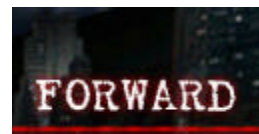
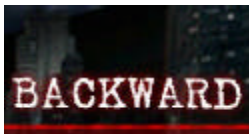
hallway and watch for two thugs to enter from the right. Eliminate them. Approach the unlocked door in the corner to the right.



Shoot the trip mines that block the staircase.

Start up the staircase. Blow up the trip mine with your Beretta. As you move up the staircase, look on the higher levels for the nearest thug. Eliminate him with the Colt. Blast another trip mine higher up the stairs. There are two trip mines that block part of the staircase. You can't blow them up and live; instead, leap over the staircase railing to the higher section. Lure the guards at the top to the staircase and pummel them with the Jackhammer.

Tip: Follow the path all the way to the left. Locate a dark hallway that leads to the right and grab the painkillers at the end. Watch out for the thug who arrives when you attempt to approach the painkillers. There's also an unlocked door to the right of the staircase. There's a thug on the other side. You'll also find the grenade launchers dropped by the guards you terminated earlier in the level.





Keep moving up the stairs. Destroy the trip mines with your Beretta. Ascend the staircase and terminate the thug who emerges from the right hall. The door on the left leads to a grenade launcher. Open the door on the right to reveal a hallway filled with laser beams.

To cross the beams, just jump or run under the beams as necessary. A thug emerges at the end of the hall during your trip through the beams. Hug the left or right corner and eliminate the enemy. Complete the hallway and eliminate the thugs who enter from the right. When done, approach the elevator and hit the console.

Tip: Follow the hall around to the right and locate a dark hallway that contains a cabinet with four bottles of painkillers. Doing so triggers more enemies from the beam hallway.

Entering the elevator triggers a graphic novel update--it's Mona! But she's quickly killed by an unknown assailant and Max must enact revenge. When you gain control, turn around quickly and use bullet time or a shootdodge to blast the incoming bad guys. Once they're dead, replenish your painkillers with the cabinet at the end of the hallway. Return to the elevator and enter.

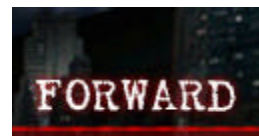
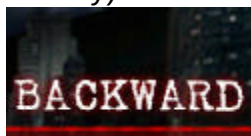
As you move up the elevator, you realize the shaft has been mined. Arm the Beretta and look up. Shoot the trip mines to clear a path for the elevator. You may have to spin around the elevator to obtain the optimum line of fire on the trip mines.

When you reach the top, listen to the thugs' conversation on your left. Equip the M79 and blow both away with ease. Two more thugs stand on an upper balcony. Take them out with shootdodging and the Desert Eagle. Enter the unlocked doors on the right. Grab the painkillers from the cabinet. Use the console on the right side of the room to open the elevators across the hall.

When you approach the exit, more guards arrive. Take them out by using bullet time in combination with the Colt Commando. Enter the elevator and press the console. As Max moves down the elevator, a helicopter appears and starts shooting the lift. The elevator stops. Wait for the helicopter to leave and jump to the adjacent elevator to Max's left (if you're facing out from the building). Hit the console to arrive at the next floor.

The door opens, and you hear another conversation just around the corner. Equip a grenade or Molotov cocktail. Toss the explosive to the left to kill the two thugs; another thug arrives from the right. Use the Colt or Jackhammer to pummel him. Head right and around the corner into the computer lab. There's one thug taking cover behind the computers on the opposite side of the room and another thug on the staircase that leads to the upper balcony.

Use the computers in the room's center as cover against the two thugs. Defeat them and then blow up the remaining blue computers from a safe distance (like the upper balcony). You must destroy all four to unlock the elevator to the penthouse. Once the





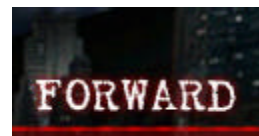
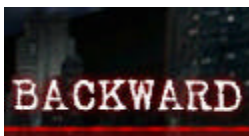
computers are destroyed, Max acknowledges the deed--also, a new thug enters from the elevator hallway. Eliminate him and then walk into the elevator and use the switch.



As the screen indicates, you now have access to the penthouse level.

When you arrive at the next floor, you spot a staircase on the other side of some window blinds. Approach the staircase using the hallway to the right but quickly retreat--some thugs have arrived. Use the corner of the hallway as cover and terminate the thugs as they approach (Dual Ingrams or the Colt Commando work well--or the M79 if you are desperate).

Ascend the staircase and head right to tackle the nearest thug. Circle around the room to avoid any pursuing bad guys. Use shootdodges around corners to eliminate the enemies. Approach the desk to examine Horne's personal computer. Walk over to the elevator to the left of the desk. Use the switch to end the level.





Chapter Eight: Pain and Suffering

Max reaches Nicole Horne's penthouse and even confronts the femme fatale herself. However, before Max can achieve his revenge, Nicole summons some powerful thugs to combat Max.

Objective: I needed to catch Nicole Horne and end this.

Get ready for a tough battle. Immediately run forward and into the left corner to avoid the grenade. Equip the Colt Commando and shootdodge to the right when the thugs emerge around the corner. Once you have eliminated the first batch, return to the left side of the room and wait for the other two thugs to move toward you. Take them out with shootdodging and using the sculpture as cover.

Nicole has a more powerful trick up her sleeve. The helicopter comes back--avoid its attack by standing behind the sculpture. Shoot the M79 once at the helicopter. A shield lowers to protect the glass. But Nicole isn't finished yet. The elevator across the room is coming up, and two thugs are onboard. Stand in the left corner and shootdodge to the right when the thugs arrive. Also use the sculpture as cover.

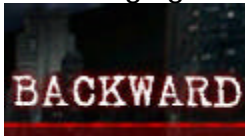
Enter the door that the thugs arrive from and follow the hall to the left. There's an unlocked door on the right and a locked elevator to the left. Don't go right yet. Wait for the left elevator to reach this floor--one thug emerges. Eliminate him and the others and then proceed to the right.

Move through the library to the door outside. Leap onto the ledge on the left side. Cross the catwalk (avoid the helicopter attack) and jump to the balcony on the left. Enter the door. There's a staircase on the right. Ignore the elevator that arrives; instead, face the staircase and eliminate the thug who descends. Start up the staircase and equip a grenade. Toss the grenade at the thugs at the top who are attempting to take cover.

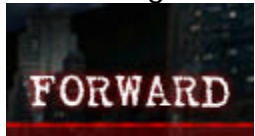
Ascend all the way up the staircase and use shootdodging to eliminate the two thugs who arrive on the elevator at the end of the hall. A door opens on the right; use a shootdodge to kill the thug who emerges. Open the door and spot the two thugs taking cover by the debris. Toss a grenade or use the M79 for a quick kill. Terminate the thugs who arrive from the right. Collect their ammunition.

Open the door on the left and blast the thugs behind the debris on the left. Turn right and approach the door. Nicole urges on her troops over the intercom as another thug appears from the doorway on the right. Approach the staircase ahead and use shootdodge and the Colt to eliminate another thug appearing from an alcove on the right.

There are several thugs at the top of the stairs. Trigger them and then use shootdodging and the corner of the wall as cover. Walk down the end of the long hall to



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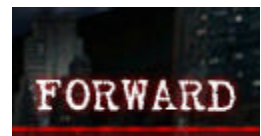
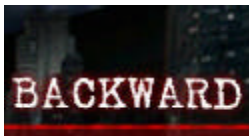
FORWARD



the console. Spot the red button on the left side of the console (on the rear side). It opens a door to Max's left. Walk through the open door and up the stairs.

Nicole fires from the top. Return fire and continue up the stairs to the roof. After the cutscene, use your sniper rifle to shoot the spot where the cable connects to the roof. Arm the M79 and turn around. Move around the corner and fire the M79 at the approaching thugs. Keep one M79 round; use the rest to terminate the thugs. The helicopter pilot begins a countdown.

Arm the sniper rifle and leap onto the railing to the right. Blast the spot where the cable connects to the roof. The tower has now been freed from the roof, but the wind alone isn't strong enough to cause the tower to topple. It needs a jolt. Fire the M79 at the tower to cause the tower to topple onto the fleeing helicopter. Max succeeds in his mission but is hauled off by the NYPD. Congratulations on completing the game!





Appendix A: Cheat Codes

Although the optimum way for Max to complete his quest for revenge is without cheat codes, let's face it--Max Payne is hard, and you may need some extra assistance in the tougher sections of the game. If you succumb to the pressures of cheating, use these codes to help guide Max through the perils of revenge.

Keep in mind that using these codes will unbalance the game. It will make the game extremely easy, especially if you choose to activate invulnerability.

To activate cheat mode, you must launch Max Payne in developer mode. Do so by adding the command line parameter "-developer" to the Max Payne executable. You can create a windows shortcut and add "-developer" after the maxpayne.exe. Or you can launch the game using DOS mode and add the parameter there.

Once you're in the game, press F12 to open up the console. With the console open, type any of the following to activate the respective cheat.

god: Activates invulnerability.

mortal: Deactivates invulnerability.

getallweapons: Gives Max all the weapons.

getinfiniteammo: Provides unlimited ammunition for Max's weaponry.

noclip: Turns on "no clipping" mode, giving Max the ability to walk through walls.

noclip_off: Turns off "no clipping" mode.

getbullettime: Replenish Max's bullet-time hourglass.

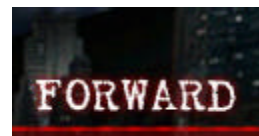
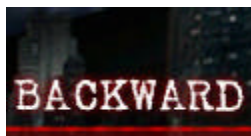
showfps: Reveals the frame rate.

getpainkillers: Provides eight bottles of painkillers.

c_addhealth 100: Restores 100 units to Max's health.

GetBaseballbat: Gives Max the baseball bat.

GetBeretta: Gives Max a Beretta.





GetBerettaDual (or DualBeretta): Gives Max Dual Berettas.

GetDesertEagle: Gives Max the Desert Eagle.

GetSawedShotgun: Gives Max the sawed-off shotgun.

GetPumpShotgun: Gives Max the pump-action shotgun.

GetJackhammer: Gives Max the Jackhammer.

GetIngram: Gives Max the Ingram.

GetIngramDual (or DualIngram): Gives Max the Dual Ingrams.

GetColtCommando (or MP5): Gives Max the Colt Commando.

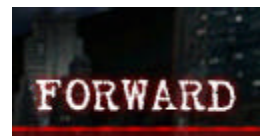
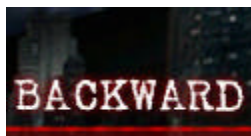
GetMolotov: Gives Max a Molotov cocktail.

GetGrenade: Gives Max a grenade.

GetM79: Gives Max the M79 grenade launcher.

GetSniper: Gives Max the sniper rifle.

GetHealth: Gives Max some health.

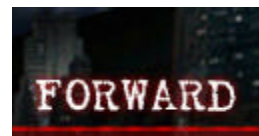
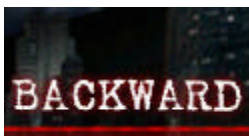




Appendix B: Easter Eggs

This section reveals some hidden surprises to be found in Max Payne. Perhaps you missed these the first time through?

- On the second level, toss a grenade down the hole when you hear the rats squeal. You can either cheat to obtain a grenade or grab one from the last guy on the level (you must kill him before he tosses the grenade). Next, shoot one of the rats in the room where two thugs are arguing. The rats retaliate! Check your mission objectives after you use the grenade. Also, try shooting one of the inactive ceiling lamps at the base after the rats are enraged.
- Check out the Tar Café on the city street for a popular net phrase. What you say!
- Examine the windows during the chase across the rooftops. You can break and enter one window and enter a room with Soldier of Fortune II posters.
- When Max goes backstage, use the drums and guitar on the ground. Don't forget to try out the microphone!
- Shoot elevator speakers and alarms, and Max offers his thanks.
- On the parking garage level (Backstabbing Bastard), leap onto the barrels, then onto the air conditioner, and then onto the roof (right before the ramp leading down). Shoot the metal wall on the far right of the hut. Drop down into a small room and use the radio.
- There's a hidden room on the tutorial. Jump onto the roof of the van near the last section. Follow the fire escape to a breakable window. Smash the window and proceed inside.
- Pulp Fiction moment: When you startle a thug in the bathroom, there's an Ingram resting on the kitchen counter next to the toaster.
- Matrix moment: The lobby scene complete with metal detectors.
- Play the piano in the manor. Shoot the support bar and try playing the piano again.
- Full Metal Jacket moment: Two thugs discussing names for their rifles.



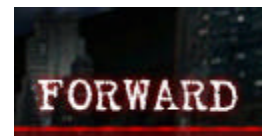
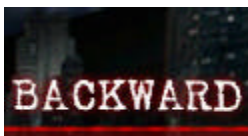


- A dead thug face down on the floor with a stake in his back. The word "buff" scrawled on the floor next to him. Work of Buffy the Vampire Slayer?



The work of the slayer?

- Make sure you listen to all thug conversations for amusing lines and moments. For instance, a couple of thugs give away the endings to some popular movies, including Butch Cassidy and the Sundance Kid, Seven, and The Usual Suspects.
- Enter the executive office in Part 3, Chapter 5. After you find the tape and blueprints and after the room containing the television, locate the dark office with the couch on one side and a desk on the other. Shoot the picture behind the desk in the small room. Press the white button to lift the couch and reveal a passage. Follow the passage to a new room. Use the television in this room.





This is the dark room that contains the secret passage beneath the couch. Use the white button!

- In Part 1, Chapter 6 after you've chased the thug and he bangs on the door. Go left and the enemies enter and jump the gap from the satellite dish and the far wall. Drop down to the fence and onto the Beretta below you. Look around for a familiar Easter Egg character.

